

KINGSWAY INDOOR STADIUM JUNIOR BASKETBALL RULES SHEET

Effective 17th April 2024

Unless otherwise stated below, all rules are consistent with the current "FIBA (International Basketball Federation)". Where stadium house rules or by-laws conflict with the aforementioned document, stadium rules or by-laws take precedence.

1.0: TEAM RESPONSIBILITIES

- 1.1 Substitutes are permitted at a maximum of 5.
- 1.3 It is the duty of each team to provide a scorer for the score bench. This will ensure that the score is an accurate and true reflection of the game and will provide two witnesses shall any disputes arise.
- 1.4 Teams are permitted to use fill-in players from the same division but not a higher division if they do not have 5 players.
- 1.5 It is the responsibility of the coach to register the players and pay for the team prior to the commencement of the match.
- 1.6 All team coaches are responsible for the conduct of their team members.
- 1.7 A team with less than the required minimum of 4 players will give away 2 points per minute until another player arrives or the match is forfeited (5 minutes maximum).
- 1.8 A team is not allowed to continue if their team is reduced to 2 players (forfeit).
- 1.9 **All players must be of age at the commencement of the competition. E.g. If a player in an Under 10's team is 9 years old at the commencement of the competition and turns 10 years old during the season, this player will be eligible to play until the conclusion of the season.**

2.0: TEAM REGISTRATION AND FEES

- 2.1 Please refer to section 2 & 3 in the stadium by-laws.

3.0: FORFEITS:

- 3.1: If your team forfeits a match, please ensure you advise the centre as early as possible via phone. Your team will be issued with the appropriate forfeit fee according to the amount of notice given.
 - o Between 24 hours' and 7 days' notice – 1x Game Fee
 - o < 24 hours' notice – 2x Game Fee.
- 3.2: On occasion, teams have elected not to attend a scheduled match without notifying the centre. This is considered highly disrespectful to the opposition that has made the effort to attend the game. A simple phone call will avoid this.

4.0: UNIFORM

- 4.1 All players must wear the same-coloured top consisting of numbers 00-99 front and back.
- 4.2 Players may wear long pants provided they do not have a zipper or belt.
- 4.3 All players must remove objects such as watches or jewelry that may be dangerous to other players. The Umpire has sole discretion on what is considered dangerous.
- 4.4 Failure to have all players in the same coloured top by Week 3 of the season will result in a 3-point penalty applied to the team for each player without the correct coloured top.
- 4.5 Players are not permitted to wear the same number as a teammate. Teams who do so will be penalised accordingly. (2-points per player)
- 4.6 In the event of a uniform clash, the team mentioned "AWAY" shall wear bibs provided by umpires.

5.0: LENGTH OF GAMES

- 5.1 A total of 30 minutes will be played with two 15-minute halves, 2-minute warm-up period and 1-minute halftime.
- 5.2 3 points are awarded for a win, 1 point for a draw and 0 points for a loss.
- 5.3 During a stoppage in play the clock will continue to run.

6.0: FINALS

- 6.1 Should the scores remain drawn at the end of a finals match, one 3-minute period of extra time is played.
- 6.2 If scores are still identical, overtime will continue (another 3-minute period of extra time).
- 6.3 A winner is determined when a team finishes the period or overtime with the lead.
- 6.4 Teams may not borrow players in semifinals or finals, otherwise penalties apply as per the by-laws.
- 6.5 All players participating in a finals match must be registered for their team and have played at least 3 fixtured games for their respective team to be eligible.

7.0 SUBSTITUTES

- 7.1 A substitute player will only be able to enter the court of play during a stoppage in play, i.e after the referee's whistle has been blown.
- 7.2 In the event that a player leaves the playing court while the ball is in play, play will continue until the next stoppage of play and the player will be replaced if he is not ready to return.
- 7.3 A substitute shall not replace a free throw shooter unless dictated to do so by an injury or ejection.

8.0 DISCIPLINARY ACTION

- 8.1 Penalties will be enforced as rough play; threatening language and poor behaviour have no place and will not be tolerated. Under no circumstances are players allowed to play under the influence of alcohol or consume alcohol within the stadium.
- 8.1 Repeat offenders may have their suspensions doubled from the previous time or have the prescribed penalty doubled if a different incident has occurred involving the same player.
- 8.2 Following misconduct by a player, substitute coach, or spectator, the following action may be taken.
- 8.3 2 Technical fouls will result in an automatic one-game suspension. Depending on the nature of the send-off, a further suspension may be imposed by management and will be communicated with the Team Contact.

10.0 FOULS

- 10.1 On the ninth foul and every foul thereafter, the opposing team will shoot two free throws on all fouls. The only time teams will shoot one free throw after a common foul, is after being fouled on a made basket for a three-point play opportunity.
- 10.2 Team fouls are to be reset at each half and do not carry over.
- 10.3 A player who commits five personal fouls over the course of a 30-minute game is disqualified for the remainder of the game.

11.0 UNDER 8'S FURTHER MODIFIED RULES

- 11.1 No finals series
- 11.2 Free throws shall be taken 1.8m from the free throw line towards the basket.
- 11.3 Coaches allowed on court to provide direction and coaching but MUST not interfere with games in any way.
- 11.4 Only half-court defence will be allowed.
- 11.5 No "3 seconds in keyway" rule.
- 11.6 Fouls and jump balls called as normal.
- 11.7 Referees may give a brief description of each call to the players. Coaches are to provide follow-up feedback to players that continually break rules.
- 11.8 It is at the discretion of the referee when a reasonable attempt is made to not double dribble, travel, or cross court.
- 11.9 Please remember that this age is more about learning and having fun.

Any playing member or spectator acting inappropriately or appearing under the influence of Drugs and/or Alcohol may be removed from the Stadium by the Team Leader, Sports and Programs Officer or Duty Officer. Failure to follow instructions will lead to the Police being called.

**Management reserves the right to amend competition rules when deemed appropriate. This may be undertaken at any point throughout the season. Teams will be notified of any rule changes throughout the season and should always refer to the latest competition rules.*

**Management reserves the right to evict teams and individuals from the competition and stadium if any of the aforementioned rules are breached. Teams may also be stripped of team points where management deems fit. Stadium management updated these rules on 18/04/24.*

Please note that Kingsway Indoor Stadium does not permit the filming of games for either personal or public use, without prior expressed written consent from stadium management, the match referee, and the opposing team captain. All three parties must provide such consent for filming approval. Only under exceptional circumstances will such permission be granted, and the stadium reserves the right to revoke such permission at any time.

We wish you and your team good luck, and hope you have an enjoyable season.

Junior Basketball Rules Table					
GRADE	U8's	U10's	U12's	U14's	U16's
AGE REQUIREMENTS <i>(of age at the commencement of the competition)</i>	6 or 7	7,8 or 9	9, 10 or 11	11,12 or 13	12,13,14 or 15
BALL SIZE	5		6		7
ZONE DEFENCE	ILLEGAL				PERMITTED
3 POINT LINE	All goals are 2 points		All goals are 3 points		
FREE-THROWS	All free throws are taken 1.8m from the free throw line, towards the basket.		Normal free throw line		
RING HEIGHT	8 ft 5"		10ft		
SCOREBOARDS	Scoreboards ON				
SPECIAL RULES	NO BACKCOURT AND 8 SECOND VIOLATION U10's Mercy Rule 0pts	NO BACKCOURT AND 8 SECOND VIOLATION U10's Mercy Rule 10pts	Mercy Rule – 20pts	Mercy Rule 14's & 16's – 30pts	

