



GERALDTON AMATEUR BASKETBALL ASSOCIATION

Junior Rules

Updated: August 2020

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FORWARD

We urge all participants associated with the Geraldton Amateur Basketball Association Junior Competition to read the Junior Rules.

The GABA reserves the right to amend or introduce “local rules” as necessary.

If you require any clarification on any of the rules, please direct your enquiry to the Administrator at the GABA admin@geraldtonbasketballassociation.com.au

OVERARCHING RULES

The Geraldton Amateur Basketball Association will provide a Junior Competition for boys and girls in the age groups Under 8s, Under 10s, Under 12s, Under 14s, Under 16s and Under 18s.

The competition will be conducted during the 4th and 1st Terms of the School Year and be known as the “Junior Summer Competition”.

Nominations will only be accepted from teams affiliated with the existing clubs, Chapman Valley, Hawks, Olympians, Pumas, Stateside and Trades and any outlying association.

FIBA Official Basketball Rules and Official Interpretations shall apply unless otherwise provided in the ‘GABA Junior Rules’.

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JUNIOR COMMITTEE

The Junior Committee shall be formed 4 weeks prior to the start of the Season and consist of the GABA Administrator, Junior Competition's Board Member RDO and one delegate from each club.

The Junior Committee shall assist the GABA to run the Junior Competition as required.

The Junior Committee may submit recommendations to the GABA Directors via the Administrator.

The Junior Committee shall meet throughout the season, when required, and one month after the end of Season.

ELIGIBILITY

Players must be under the specified age as at the 31st December in the year of the competition.

REGISTERING OF PLAYERS

Players must be registered with a club 24 hours before the commencement of the players first fixtured game. It is the responsibility of the clubs to make sure their players are registered. No players can be added courtside on the scoring system.

Junior teams be limited to a maximum of three (3) representative players per season, with the exception of players already registered to that club who have transitioned between age divisions between seasons. Any player wishing to transfer from one junior club to another between seasons, that has represented the GABA in either a Basketball WA Junior Championship or Country Championship team in the previous season may not transfer to a team that already has three (3) or more representative players registered to that team.

CLUB FEES

To be determined by directors.



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UNIFORMS

All players must be in full playing uniforms by the third playing game of the season, unless prior approval has been granted by the GABA Board.

RESPONSIBILITIES

All teams shall provide a competent scorer/timer for the duration of the game. First team mentioned on the fixtures will be responsible for the scoring device and second team mentioned will be responsible for the clock and score on the scoreboard.

PREMIERSHIP LADDER

Premiership ladders will be determined under the following structure:

2 points for a win

1 point for a draw

0 points for a loss

FINALS SERIES

Finals shall be played as follows:

Week 1	1 st semi-final	3 rd v 4 th
	2 nd semi-final	1 st v 2 nd
Week 2	Preliminary Final	Winner of SF1 v Loser of SF2
Week 3	Grand Final	Winner of SF2 v Winner of PF



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FINALS SERIES con't

- GABA appointed Referees for all finals
- Clock for all finals shall be running except the last 3 minutes of the second half will be fully timed – clock stops on every whistle.
- In the last 2 minutes of the second half the clock will also stop on a successful shot for goal – this is the case for all Senior and Junior Finals.
- During the last two minutes on a successful shot **ANY** team can call a sub or time out.

BASKETBALL SIZES

Basketball sizes for the respective age groups:

Under 8s	Size 5
Under 10s	Size 5
Under 12s	Size 5
Under 14s	Size 6
Under 16s Girls and Under 18 Girls	Size 6
Under 16s Boys and Under 18 Boys	Size 7

LATE START

A game shall not start unless each team has five (5) players present and ready to play.



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FORFEITS

A team shall have 10 minutes from the scheduled start time to field a team. Failure to do so will result in a forfeit to the defaulting team and a fine of \$50.00.

A player may play in a higher age group or division /grade to avoid a forfeit. Players can play two (2) games in one week to eliminate forfeits during the normal fixture season, providing the following criteria is adhered to: A player may play a higher age group but cannot drop to a lower age group. This can only be done to a maximum of 6 players in the team, with the sole intention of avoiding a forfeit and allowing one substitute on the bench.

TIMING OF GAMES

Regular season games shall be times as follows:

First Half	Twenty (20) minutes running clock
Half Time Break	Five (5) minutes
Second Half	Twenty (20) minutes running clock
Break between Games	Five (5) minutes

Final Series games shall be timed as the following:

First Half	Twenty (20) minutes running clock
Half Time Break	Five (5) minutes
Second Half	Seventeen (17) minutes running clock plus a further three (3) minutes stopped clock
Break between Games	Five (5) minutes



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TIMING OF GAMES con't

Extra periods shall only be played in Finals Series games

Drawn games, in finals only, will be five (5) minutes extra, with the last three (3) minutes being fully timed. Team fouls will carry over into extra time.

TIME OUTS

Two time outs are permitted each half, and one in any extra period.

No time outs are allowed in the last three minutes of the second half (except during finals and the clock is stopped for the last 3 minutes).

ELIGIBILITY OF PLAYERS TO PLAY FINALS

Players must play four (4) games, for their registered club, during the qualifying rounds to be eligible for finals

A player may play a higher age group but cannot drop to a lower age group, ie an (a) division player cannot go up to the next age group and play in (b) division. This can only be done to a maximum of 6 players in the team, with the sole intention of avoiding a forfeit and allowing one substitute on the bench.

REFEREES DUTIES

Two umpires should be present for the game to commence. If the sole referee is competent and willing to proceed without a co-official and is approved by the games controller and agreed by both teams then the game may commence; however, the offending club will still be fined.

Failure of a team to supply a referee at the start of the game will result in that team being fined \$20.00 and paid to the fill in referee. Further incidents will result in club fines of \$40 per incident being \$20 paid to the fill in referee and \$20 for GABA Administration.

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MOST VALUABLE PLAYER VOTES

The Administrator shall record most valuable player votes. These votes shall not be for public viewing. Club delegates may request a record of all votes for their club at the end of the qualifying rounds.

Both referees will select between the 3 "Fairest and Best" players of the game. 3 votes for best, 2 votes for second and 1 vote for third.



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HEAT RULE

All persons involved in the organisation of games must be aware of the effect that extremely hot weather can have on person playing or attending basketball and put in place adequate contingencies for the minimising of risk to persons, particularly when high temperatures are expected.

Where high temperatures are expected games controllers must make reasonable attempts to ensure:

- Full knowledge of availability of first aid equipment and first aid and medical personnel is accessible by all persons attending;
- Referees and other officials are aware of the symptoms of heat stress and are instructed to be on the alert to notice any such symptoms;
- Referees are instructed to initiate regular extra time-outs during the game and to shorten the game if necessary;
- Players are made aware of the need to hydrate regularly before during the game;
- Cool water is available for players and other persons attending the stadium;
- Adequate supplies of ice and ice packs are available for use where appropriate; and
- Proper advice is available to coaches and players on the effects of heat, symptoms of heat stress, the need for proper hydration and the facilities that are available to prevent or treat heat stress.

The stadium is fitted with a thermometer. On hot days, court temperature will be taken whilst the stadium is in use and must be recorded.

When the court temperature reaches 35°C, must implement the following rules:

- If a game is played in halves, the game time must be reduced by 2 minutes per half with 2 team timeouts per half. The referee must call an additional compulsory timeout close to the half way mark in each half.
- Each team must call a timeout before the compulsory timeout and after the compulsory timeout. In the event the coaches do not call a timeout as

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HEAT RULE cont

required, the referees will intervene and call a timeout and attribute them to the respective teams.

- If a game is played in quarters, the referee must call an additional compulsory timeout in each quarter if no timeout has been called by half way through the quarter.

When the court temperature reaches 40°C games must be abandoned. Subject to any rule or ruling by the GABA:

- if a game is abandoned before it commences or before or at half time it is counted as a draw;
- if a game is abandoned after half time, the game score stands as a final result.

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LOCAL RULES / RULES FOR SPECIFIC AGE GROUPS

Under 8s

- Mini Boards to be used 8 Foot Rings.
- No zone defence – refer to Basketball Australia’s Zone Buster Manual.
- No 3pt shots scored.
- 6 seconds allowed in keyway.
- Penalty shots to be taken from the orange line.
- No finals, premiership points or player votes awarded.
- No scores to be posted on the electronic scoreboard only used to mark players off.
- Court balance rule: after a score or a back court side ball, two (2) offensive players and two (2) defensive players must be positioned on the block. The other three (3) defensive players must be positioned inside the three (3) point line and remain there until the ball reaches the three point line.
- Coaches are permitted to walk up to 1 metre in up and down the sideline
- Each team to provide an adult referee.
- Ball size 5.
- A Players must be in uniform after the 3rd playing date.



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Under 10s

- Mini Boards to be used, 8 foot rings.
- No Zone Defence – refer to Basketball Australia’s Zone Buster Manual.
- No 3pt shots scored
- 3 seconds allowed in the key way.
- No finals, premiership points or player votes awarded.
- No scores to be posted on the electronic score board, only used to mark players off.
- Court balance rule: after a score or a back court side ball, two (2) offensive players and two (2) defensive players must be positioned inside the three (3) point line. The other three (3) defensive players must be behind the center line.
- Each team to provide their own umpire.
- Ball size 5.
- Players must be in uniform after the 3rd playing date.

Division 2

- Penalty shots to be taken from the orange line.

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Under 12

- 10 Foot Rings
- No Zone Defence – refer to Basketball Australia’s Zone Buster Manual.
- 3 Point Score (counts for 2 points only)
- 3 seconds allowed in the key way
- Free Throws from the Free Throw Line
- Finals, Premiership Points and MVP all awarded
- Each team must supply an umpire and scorer. First team mentioned does the computer 2nd team does the clock/score.
- Ball size 5.
- Players must be in uniform after the 3rd playing date.

Division 2 and 3

- Mercy Rule - Once lead out to 15 points, defence must drop back to half court when the offence has an out of bounds possession in their back court.
- Court Balance Rule: 2 Players from each team to the key way till the ball passes to the forward court.

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Under 14

- No Zone Defence – refer to Basketball Australia’s Zone Buster Manual.
- 3 Point Score – Inside line only
- Finals, Premiership Points and MVP all awarded.
- Each team must supply an umpire and scorer. First team mentioned does the computer 2nd team does the clock/score.
- Ball size 6.
- Players must be in uniform after the 3rd playing date.

Division 2 and 3

- Mercy Rule - Once lead out to 15 points, defence must drop back to half court when the offence has an out of bounds possession in their back court.

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Under 16s & 18s

- No Zone Defence in the first half.
- 3 Point Score – Outside line only
- Finals, Premiership Points and MVP all awarded.
- Each team must supply an umpire and scorer. First team mentioned does the computer 2nd team does the clock/score.
- Ball size 6 for Females
- Ball size 7 for males.
- Players must be in uniform after the 3rd playing date.

Division 2 and 3

- Mercy Rule - Once lead out to 15 points, defence must drop back to half court when the offence has an out of bounds possession in their back court.

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FINALS FOR ALL DIVISIONS

- GABA appointed Referees for all finals
- Clock for all finals shall be running except the last 3 minutes of the second half will be fully timed – clock stops on every whistle.
- In the last 2 minutes of the second half the clock will also stop on a successful shot for goal – this is the case for all Senior and Junior Finals.
- During the last two minutes on a successful shot **ANY** team can call a sub or time out.

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