

# GERALDTON AMATEUR BASKETBALL ASSOCIATION

Junior Rules

Updated: October 2018

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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](mailto: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 4<sup>th</sup> and 1<sup>st</sup> 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, Railways, 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 31<sup>st</sup> 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.

## 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.

## PREMIERSHIP LADDER

Premiership ladders will be determined under the following structure:

2 points for a win

1 point for a draw

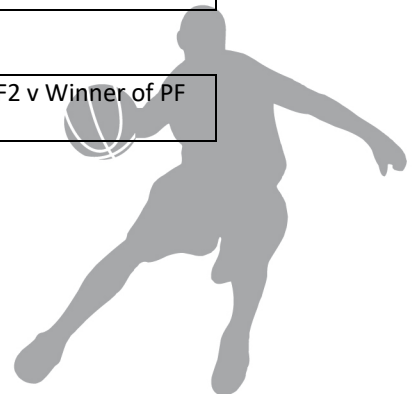
0 points for a loss

## FINALS SERIES

Finals shall be played as follows:

Week 1	1 <sup>st</sup> semi-final	3 <sup>rd</sup> v 4 <sup>th</sup>
	2 <sup>nd</sup> semi-final	1 <sup>st</sup> v 2 <sup>nd</sup>
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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## 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.

## 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.



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## TIMING OF GAMES

Regular season games shall be times as follows:

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

Final Series games shall be timed as the following:

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

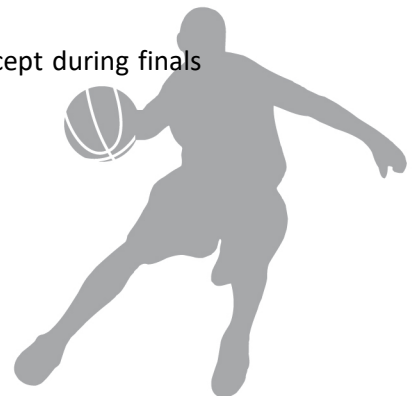
Extra periods shall only be played in Finals Series games

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).



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## 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.

## 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

In Progress to be sent separately.

## LOCAL RULES / RULES FOR SPECIFIC AGE GROUPS

### Under 8s

- Mini Boards to be used.
- 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 broken half circle line inside keyway.
- No finals, premiership points or player votes awarded.
- Players must turn 6 or 7 year during the first half of the season. Must turn 6 as at the 31<sup>st</sup> Dec in the year of competition.
- No scores to be posted on the electronic scoreboard.
- 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 and down the sideline and on court if necessary to assist with the flow of the game and understanding of the rules.
- Each team to provide their own referee.
- Ball size 5.



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### Under 10s

- Mini Boards to be used.
- No zone defence – refer to Basketball Australia’s Zone Buster Manual.
- 6 seconds allowed in the key way.
- “B” Division Penalty shots to be taken from the broken half circle line.
- No finals, premiership points or player votes awarded.
- No scores to be posted on the electronic score board.
- 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.

### Under 12s

- No zone defence – refer to Basketball Australia’s Zone Buster Manual.
- Mercy rule B Grade Only - 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.
- Each team to provide their own umpire.
- Ball size 5.

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### Under 14s

- No zone defence – refer to Basketball Australia’s Zone Buster Manual.
- Mercy rule (B Grade only) - Once lead out to 15 points, defence must drop back to half court when the offence has an out of bounds possession in their backcourt.
- Each team to provide their own umpire.
- Ball size 6.

### Under 16s & 18s

- No zone defence to be played in the first half of the game – refer to Basketball Australia’s Zone Buster Manual.
- Mercy rule (B Grade only) - Once lead out to 15 points, defence must drop back to half court when the offence has an out of bounds possession in their backcourt.
- Each team to provide their own umpire.
- Ball size Girls 6 Ball size Boys 7.

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