



PLAYBALL BASKETBALL

PLAYBALL COORDINATOR HAS FINAL ADUDICATION ON THE INTERPRETATION OF RULES

SUMMARY RULES 2024

- Game Times: Two x 18-minute halves. Halftime: 2-minute. (17-min TUE APC & PORT.SEC & FRI SMPS)
- Game Clock: For all Fridays & GESAC-Wednesday, YR.1-4. Clock does NOT stop
- Game Clock: For APTUE & APWED YR.4-6: Clock Stops in the last 1-minute of the game where the score difference is 6-points or under on referee whistles for Fouls, Free-Throws & Substitutions. (clock doesn't stop for Violations i.e. travels, double dribbles)
- **Time Outs**: 1 time out per half per team of **1-minute** duration. No time outs in last 3-min of the game.
- **Team Sheet** to be completed <u>3-minutes prior to game start</u>, with singlet no., **First Name & Surname**. Clock will start on time.
- Free Throw line is advanced by 1-metre for Year 1 to 4 Divisions. For MSAC TUE & WED, the regular Free Throw Line is used.
- **Ring Height**: For Year 1's (1&2 GESAC-WED) where possible will be lowered to 8.5ft or the default lower setting.
- 3-Point Shot allowed and counted for Years 5&6 on Tuesdays only.
- No-Zone-Rule applies to all Playball Competitions. (person-to person or help defence allowed)
- Mercy Rule: Teams leading by 10 points or more (Year 1-4) must fall back within the three-point circle on defence until the ball passes the half court. For APTUE & APWED, a lead of 15 points is allowed. (*This rule does not apply for finals.*)
- Maximum Individual Points: <u>Ten points</u> maximum per player per half Years 1-4. <u>Twelve points</u> max per half for APTUE & APWED Years 4-6. If on 9 or 11 points, a 2 or 3 point shot counts. It is the <u>scorer's responsibility to advise players</u> who are at their maximum allowed points. <u>Excess points are</u> <u>deducted</u> from the score sheet at the game's conclusion.
- Correct Uniforms & shoes to be worn. No shorts with pockets, no pants, jewelry.
- **Teams can field fill-in players**: from an equal or lower grading to a <u>total of six players only</u> on the scoresheet provided fill-in players are from the same year level or lower and the match result will stand.





RESPECT THE REFS ON GAME DAY

