## 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 3-minutes prior to game start, 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 8.5 ft 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: Ten points maximum per player per half Years 1-4. Twelve points 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 scorer's responsibility to advise players who are at their maximum allowed points. Excess points are deducted 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 total of six players only on the scoresheet provided fill-in players are from the same year level or lower and the match result will stand.


