



# PLAYBALL BASKETBALL

PLAYBALL COORDINATOR HAS FINAL ADUDICATION ON THE INTERPRETATION OF RULES

## **COMPETITION FINAL RULES**

- 1. Clock Stops: For positions 1 vs 2 (Grand Final)**  
Clock stops in the **last 1-minute of the game** on referee whistles for Fouls, Free-Throws & Substitutions. (clock doesn't stop for Violations i.e. travels, double dribbles)
- 2. For all other ladder positions**  
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)
- 3. Ladder positions 1 vs 2 drawn at full-time**  
2-minute over-time will be played. If scores are still drawn, the first team to score after a jump ball, will win the game. **For other ladder positions: a drawn game stands.**
- 4. Teams are not required to come back within 3-point arc on defence. (no mercy rule)**
- 5. No Time-Out allowed in the last 3 minutes of the game.** One time out per team each half is allowed, maximum of 2 per game. **Note:** Clock does not stop for time-outs.
- 6. Maximum Individual points per half apply: See regular rules**
- 7. Grand Final Player Eligibility**  
Players must have played 7 games in a two-term season to play in a **Grand Final**. Teams joining the competition **Mid-Season** i.e. Terms 2 or 4 are ineligible to play in a Grand Final.
- 8. Round Robin**  
The last 3 teams in a grade with an odd number will play two x 11-minute games. No half time, no end change. Total of 3 games within 45 minutes.



AIRBALL? TURNOVER? DRIBBLE OFF YOUR FOOT?  
WE'RE ALL HUMAN. WE ALL MAKE MISTAKES.  
**NO REFS. NO PLAY. RESPECT THE REFS ON GAME DAY.**

