

1. **The Team:** Each team shall consist of 5 players. Any number of substitutes permitted.
2. **Games:**
Two team round robin format, to be played, 2 x 20 minute halves. Consultation between coaches may allow for games to be extended or shortened depending on time.
Three-team round robin format, to be played, 2 x 10 minute halves, with the first two teams to begin upon arrival. Consultation between coaches may allow for games to be extended or shortened depending on time.
3. **Timekeeper:** The clock will be started and run for the **10/20** minutes - each half without interruption.
4. **Three Second Rule:** The 3 second rule will become a 5 second rule.
5. **Time Outs:**
 - a. Each team is allowed one Time Out of one minute each half;
 - b. There will be no Time-Outs during the last three minutes;
 - c. The Referee may call a Time Out to allow the substitution of -
 - i. an injured player
 - ii. a player who has received 5 fouls
 - iii. a player who has been ordered off the court.
6. **Scorers:** Each Team shall supply/appoint one scorer, each of whom shall keep a record of personal and team fouls, and points scored. Consultation between coaches may deem these details unnecessary. If so, any player deemed to be too rough or who consistently draws fouls, will be benched accordingly.
7. **Substitutions:**
 - a. There is no limit to the number of substitutions that a team can make during the game;
 - b. Injured players and players who have received five (5) fouls may be replaced.
8. **Team Fouls:** Team fouls are totalled for each half. Eight fouls for 2 x 20 minute halves and 5 fouls for 2 x 10 minute halves. Any further fouls will result in a one and one free shot for the opposing side.
9. **Equipment:**
 - a. Numbered shirts are recommended but not necessary. Where proper Basketball singlets are not used, teams will wear their normal school's sports attire and appropriate footwear.
 - b. The APS strongly recommends the wearing of mouthguards by all players;
 - c. Shorts are not to have pockets.
10. **Coaches:** Where possible provide a Coach for each team.
11. **Coaching:** Coaching is only permitted during Time Outs and intervals in the game.
12. **Referees:** Paid referees are not expected but recommended. When a paid referee is not used, the home coach is expected to referee. A thorough knowledge of the Rules and APS regulations is expected accordingly.
13. **Order Off Rule:** A Referee may order a player to leave the court. The offending player cannot resume in that match. The offending player may be replaced. A Referee may order the player to leave the court for -
 - a. fighting or unduly rough play;
 - b. persistent or deliberate breaking of the rules;
 - c. disputing the Umpires' decision and
 - d. objectionable language, remarks or behaviour.
14. **The Ball:** A Size 5 ball be used; each team to provide at least one ball.
15. **Free throws for Goal:** All free throws will be taken from the inner line marked one metre forward of the regulation free throw line.
16. **Co-Ed Games:** Teams are to include a minimum of 2 girls.
17. **Mercy Rule/Termination Score:** The Mercy rule will be invoked when a team is **20 points** ahead, when playing 20 minute halves, and **14 points** ahead, when playing 10 minute halves. When one team leads by **20 points/14 points** the following strategies will apply:
 - a. Introduce a zone defence within the 3 point line
 - b. Rotate key playersIf the score difference exceeds **30 points**, the game is terminated, and teams are mixed up to provide a more even competition for the duration of the match. The Home team must provide bibs for this situation.