

1. See General Regulations Governing Sporting Competitions.
2. Basketball is conducted under the rules of the International Rules of Basketball as interpreted by Basketball Victoria, unless otherwise stated.

A. GENERAL

3. Games will be played in year level groups.
4. Players' names, initials and numbers are to be shown on the score sheet and may be added to the score sheet at any time during the game.
5. A player may only play one game per morning unless there be agreement to the contrary between opposing coaches. Any such players must leave the court if/when the missing players arrive.
6. Players must wear complete uniforms. School singlets and shorts must all be of the same design. Recognised numbers must be attached to the back (20 cm) and front (10 cm) of the singlet. A two point penalty may be applied for each breach. The following numbers are permissible: **0 - 99 (all inclusive)**.

Year 7 & 8 players may wear a tee-shirt underneath the basketball singlet. The tee-shirt must be of a uniform colour, i.e. a school colour, or white.

7. Each school should provide competent officials as indicated :
 - a. Firsts 2 per school (shot clock, scorer, observer, scoreboard)
 - b. 2nds, 3rds, 4ths & Year Levels: 1 per school (clock/observer, scorer)Matches are not to commence until the Score Bench is properly manned. Failure to provide officials involves forfeiture of the game.
8. Any player whose name is taken by a Referee will be referred to his school authorities for further action.
9.
 - a. The Home school/s are required to supply an approved leather basketball, timeclock and scoresheets for all Under Age games.
 - b. It is the responsibility of the home school to supply two (2) skilled referees per match in home and away year level games.
10. For all teams other than 1st matches there will be 1 time-out per team per half. The BV Ruling of to play "off-hands" for free throws is to be observed.
11. Where possible, prior to the re-draw the Year 10A's will not be fixtured at the same time as the Firsts.
12. **FIRST AID** attendants at central venues used for APS Basketball (e.g. MSAC) will be organised by the venue or the Chief Executive Officer of APS Sport.

B. SPECIFIC

Open Age games: Melbourne Sports & Aquatic Centre

1. **Fixtures:**
 - a. Firsts. All teams will play each other once. **Any 'by arrangement' games must be played prior to the last round of the regular season.**
 - b. If required for the Redrawn Rounds, the top 2nds team will play the teams ranked 7, 8 & 9 in the 1sts competition.
 - c. To determine the order for the redraw the position on the ladder be determined by:
 - i. Wins if equal
 - ii. The Head to Head result and if equal
 - iii. By percentage between the games played between those teams.
2. **Referees: All First games be officiated by a least two, usually three, panel referees and they be remunerated \$65 per match.**
3. **FIRSTS**
The following playing rules will apply to all Firsts matches:
 - a. Matches will comprise **4 x 8 minute quarters (75 minute** time slot allowed for each game).
 - b. There will be a maximum of 2 time-outs per team per half.
 - c. **The clock will stop on all whistles throughout the game.**
 - d. At least five minutes warm-up, two minutes half-time, **one minute quarter and three-quarter time** breaks will be permitted per game.
 - e. Where scores are level at the conclusion of the second half, an extra five minute period shall be played to resolve the tie. If still unresolved only one more five minute period can be played. **Each team has one (1) timeout per extra five minutes. The clock will stop for time outs and on every whistle in the last minute of any overtime period.**
 - f. **A 24 second shot clock will operate. Note: the 14 second reset rule will apply.**
4. **SECONDS, THIRDS, FOURTHS & FIFTHS**
 - a. 2nds, 3rds, 4ths & 5ths Season will consist of one practice match and ten competition rounds.
 - b. 50 minute time slot allowed for each game.
 - c. **One time out per team per half, clock DOES NOT STOP.**
 - d. **Clock will stop in the last three minutes of the second half for shooting fouls, substitutions and time outs in Seconds only. Other competitions will have the clock run down without stopping.**
5. *** YEAR LEVEL GAMES**
 - a. A 50-minute time slot allowed for each game.
 - b. For all Year Level teams there will be:
 - c. **One time-out per team per half. The clock does not stop, unless in the last 3 minutes of the second half.**
The clock will stop in the last three minutes of the second half for shooting fouls, substitutions and time outs for A Division only. All other divisions, the clock will run down without stopping.
 - d. A size 6 ball will be used in the Year 7 age group.
 - e. **At Year 7 & 8 'A Grade' competition, zone defence is not permitted.**
 - f. For all Junior games the home school should provide two referees:
 - g. Year 9 & Year 10 Games: 1 x A & 1 x B or C Accredited Referee
 - h. Year 7 & Year 8 Games: 1 x B & 1 x C Accredited Referee.
 - i. **MERCY RULE:** for all games other than Firsts the Mercy Rule be applied. When a team has more than 20 points lead it is compelled to fall back playing defence within the 3 point lines. Violations of the rule:
 - i. Warning;
 - ii. Technical Foul - shots plus possession.
6. **Grand Finals/Premiership**
 - a. **Allocation of Premiership Points: Win: 2 points; Draw: 1 point**
 - b. **Should any two or more teams be equal on Premiership Points and played each other, the team winning that fixture shall take precedence, otherwise refer to 1C above and [General Regulation 17](#) for determination of ladder position.**
 - c. **Extra Time: In the event of a drawn result at the conclusion of regulation time in a Grand Final match, up to two additional periods of three (3) minutes shall be played. Teams do not change ends from the last quarter. All fouls stand. One time out per team is permitted and the clock will stop for all whistles. Should scores remain tied after this extra time, the Premiership will be shared.**
7. **APS Representative Squad Selection**
The APS Representative Basketball team will consist of 10 players and will be coached by the Premiership team coach. **Nominations per school are restricted to a maximum of four (4) students.**

Selectors: 2026 BGS, CY, XC

CODES OF CONDUCT**Players:**

- ◆ Play by the rules.
- ◆ Never argue with an official. If you disagree, have your captain, coach or manager approach the referee during a break or after the game in an appropriate manner.
- ◆ Control your temper. Verbal abuse of officials or other players, deliberately distracting or provoking an opponent is not acceptable or permitted in basketball.
- ◆ Work equally hard for yourself and for your team. Your team's performance will benefit, so will you.
- ◆ Be a good sport. Acknowledge all good plays whether they be by your team or the other team.
- ◆ Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player.
- ◆ Co-operate with your coach, team-mates and opponents. Without them there would be no competition.
- ◆ Play for the 'fun of it' and not just to please parents and coaches.
- ◆ Avoid use of derogatory language based on gender, race or impairment.
- ◆ Be prepared to lose sometimes. Everyone wins and loses at some time. Be a fair winner and good loser.

Coaches:

- ◆ Be reasonable in your demands on young players' time, energy and enthusiasm.
- ◆ Teach your players that rules of the game are mutual agreements which no one should evade or break.
- ◆ Whenever possible, group players according to age, height, skills and physical maturity.
- ◆ Avoid over-playing the talented players. The 'just-average' players need, and deserve, equal time.
- ◆ Remember that children play for fun and enjoyment and that winning is only part of their motivation. Never ridicule players for making mistakes or losing a competition.
- ◆ Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of the players.
- ◆ The scheduling and length of practice times and competition should take into consideration the maturity level of players.
- ◆ Develop team respect for the ability of opponents as well as for the judgement of officials and opposing coaches.
- ◆ Follow the advice of a physician when determining when an injured player is ready to recommence play.
- ◆ Be aware of the role of the coach as an educator. As well as imparting knowledge and skills, promote desirable personal and social behaviours.
- ◆ Seek to keep abreast of changes in the sport; ensure that the information used is up to date, appropriate to the needs of players and takes account of the principles of growth and development of children.

Parents:

- ◆ Encourage children to participate if they are interested. If they are not, don't force them.
- ◆ Focus on playing the game, reducing the emphasis on winning.
- ◆ Teach children that an honest effort is as important as victory, so that the result of each game is accepted without undue disappointment.
- ◆ Encourage children to always play by the rules.
- ◆ Do not criticise children in front of others, but reserve constructive criticism for more private moments.
- ◆ Remember children are involved in sport for their enjoyment, not yours.
- ◆ Remember a child learns best by example. Applaud good play by all teams.
- ◆ Accept decisions of all referees as being fair and called to the best of their ability. Do not raise issues of disagreement publicly.
- ◆ Do not criticise opposing team members or supporters by word or gesture.
- ◆ Set a good example by your own conduct, behaviour and appearance.
- ◆ Support all efforts to remove verbal and physical abuse from sporting activities.
- ◆ Avoid use of derogatory language based on gender, race or impairment.

Referees:

- ◆ Interpret rules and regulations to match the skill level and the needs of the participants.
- ◆ Compliment both teams on their efforts.
- ◆ Be consistent, objective and courteous in calling all infractions.
- ◆ Condemn the deliberate foul as being unsportsmanlike, and promote fair play and appropriate sporting behaviour.
- ◆ Use common sense to ensure that the 'spirit of the game' for children is not lost by overcalling violations.
- ◆ Publicly encourage rule changes which will reinforce the principles of participation for fun and enjoyment.
- ◆ Actions speak louder than words. Ensure that both on and off the field your behaviour is consistent with the principles of good sportsmanship.
- ◆ Make a personal commitment to keep yourself informed of sound officiating principles and the principles of growth and development of children.
- ◆ Help the education process in the game. Referees can help players learn to play the game well by ensuring rule infractions are understood, and by encouraging fair play.

CODES OF CONDUCT (continued)**Spectators:**

- ◆ Remember children play sport for fun. They are not playing for the entertainment of spectators. They are not miniature professionals.
- ◆ Applaud good performances from each team. Congratulate all players regardless of the outcome.
- ◆ Respect the referee's decision. If there is disagreement, follow the appropriate procedure in order to query the decision.
- ◆ Never ridicule or scold a child for making a mistake during competition. Be positive.
- ◆ Condemn the use of violence in any form, be it by spectators, coaches or players.
- ◆ Show respect for your team's opponents, without them there would be no game.
- ◆ Encourage players to obey the rules and decisions of officials.
- ◆ Demonstrate appropriate social behaviour by not using foul language, harassing players, coaches or officials.
- ◆ Avoid use of derogatory language based on gender, race and impairment.

APPENDIX:

The APS Firsts Boys Basketball Nine (9) Team Master draw format is as follows:

The Fixture is determined on the placings from the previous year's finishing positions on the APS Premiership ladder

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| ROUND 1: | 1-8, 2-7, 3-6, 4-5 | Bye 9 |
| ROUND 2: | 9-7, 1-6, 2-5, 3-4 | Bye 8 |
| ROUND 3: | 8-6, 9-5, 1-4, 2-3 | Bye 7 |
| ROUND 4: | 7-5, 8-4, 9-3, 1-2 | Bye 6 |
| ROUND 5: | 6-4, 7-3, 8-2, 9-1 | Bye 5 |
| ROUND 6: | 5-3, 6-2, 7-1, 8-9 | Bye 4 |
| ROUND 7: | 4-2, 5-1, 6-9, 7-8 | Bye 3 |
| ROUND 8: | 3-1, 4-9, 5-8, 6-7 | Bye 2 |
| ROUND 9: | 2-9, 3-8, 4-7, 5-6 | Bye 1 |