

1. See General Regulations Governing Sporting Competitions.
2. Basketball is conducted under the rules of the Basketball Victoria unless otherwise stated. The 'no charge' rule will only be implemented at the Firsts level.

**A. GENERAL**

1. Players' names, initials and numbers are to be shown on the scoresheet, written in sequential order.
2. Each school should provide officials as indicated:
  - a. Firsts - two per school (clock or scorer, and 24 second shot clock)
  - b. Other teams - one per school (clock and scorer)
3. A player may only play one game per morning unless there is an agreement to the contrary between opposing coaches.
4. Players must wear complete uniforms. Recognised numbers must be attached to the back (20cm) and front (10cm) of the singlet. The following numbers are recommended: 00 - 99 (all inclusive).  
**Girls (all levels) may wear a tee-shirt under their playing singlet. When worn by multiple players, the tee-shirt must be of uniform colour (not mixed), i.e. white, black or a school colour.**
5. Any player whose name is taken by a referee will be referred to her school authorities for further action.
6. Home schools are required to supply an approved **size 6 match ball**, time clock and scoresheets for all games.
7. The AGSV/APS Office (or if required the home school) will provide Referees. For Firsts matches, Referees must be of minimum Level 1 standard. Referees must be independent.
8. **Mercy Rule:** For all teams other than Firsts, the Mercy Rule will apply when a team has a 20 point lead. The leading team is compelled to fall back, playing defence inside the three (3) point line.  
Violations of the Rule:
  - a. Warning;
  - b. Technical foul - shots plus possession.

**B. SPECIFIC****First Teams**

1. The following playing rules will apply to all Firsts matches:
  - a. Timing of Games. 4 x 8 minute quarters (75 minute time slot allowed for each game).
  - b. **Each team may be granted two (2) time outs in the first half. Three (3) time outs in the second half with a maximum of two (2) of these time outs when the game clock shows two (2) minutes or less in the final quarter.**
  - 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. A 24 second shot clock will operate. Note: the 14 second reset rule will apply
2. **Semi Finals: Semi Finals will be conducted following the conclusion of the regular season.**
  - a. **Allocation of Premiership points - Win: 2 points; Draw: 1 point; Loss: 0 points.**
  - b. **Format: The format will be 1v4 and 2v3 with the winner of each match progressing to the Grand Final**
  - c. **Should any two or more teams be equal and have played each other, the team winning that contest shall take precedence. Where teams are equal on Premiership points refer to General Regulation 17 for method of calculation to separate teams.**
  - d. **In the event of a drawn result at the conclusion of regulation time in the Semi Final match, up to two additional periods of three (3) minutes shall be played. Teams do not change ends from the last quarter during the first period of additional time. All fouls stand. One time out per team is permitted. The clock will stop for all whistles. If scores remain level thereafter the team that finished higher on the ladder at the end of the home and away season will progress to the Grand Final**
3. **Grand finals / Play off Round / Premiership:**
  - a. **Extra Time - In the event of a tied result at the conclusion of regular time in the Grand Final, up to two additional periods of three (3) minutes shall be played. Teams do not change ends from the last quarter during the first period of additional time. All fouls stand. One time out per team is permitted. The clock will stop for all whistles. If scores remain level thereafter, the Premiership or ladder position shall be declared shared.**
4. **APS Representative Squad Selection:** The APS Representative Basketball team will consist of 10 players.  
Selectors: 2026 - HY, WC, Caul

**All Other Games**

1. The following playing rules apply for all non-First matches.
  - a. A 50 minute time slot allocated for each game. Play 2 x 20 minute halves (2 minutes at half-time)
  - b. **For all teams other than Firsts, there will be 1 timeout per team per half. The clock does not stop for timeouts, unless it is called within the last 3 minutes of the second half.**
  - c. The Clock will stop in the last three minutes of the second half for substitutions, shooting fouls, and time outs.
  - d. Mercy Rule - When a team has more than a 20 points lead it is compelled to fall back, playing defence inside the 3 point line.
  - e. **The inclusion of a redraw (dependent upon numbers within divisions) after six rounds for all Junior (Yr. 7-8) Basketball divisions.**
2. It is customary to shake hands at the end of the game.