

RULE	
Match Ball	Spalding TF500 balls preferred; however other Spalding balls are permitted provided the outer surface of the ball is made of leather or artificial/composite/synthetic leather. No other brand ball is permitted to be used for games. Size 6 for Females and Under 12 & 14 Males Size 7 for Under 16 & 18 Males
Max. no of Players	12
Playing numbers	1 - 99
Scoretable	Each team must supply 2 <u>competent</u> bench officials. Unless there is an agreement between officials, duties are to be allocated as follows: - home team will be responsible for game clock & shot clock - away team will be responsible for stadium scoring & chairperson The 24 second shot clock operator MUST be from host Association.
Warm up	5 minutes where time permits. Can be reduced to 3 minutes if games are running late at the discretion of the Court Controller.
Game time	Under 12 and 14 - 4 x 8 minute quarters full timed Under 16 and 18 - 4 x 10 minute quarters full timed
Half time interval	5 minutes where time permits. Can be reduced to 3 minutes if games are running late at the discretion of the Court Controller.
¼ & ¾ intervals	2 minutes where time permits. Can be reduced to 1 minute if games are running late at the discretion of the Court Controller.
Extra Time	3 minute periods until result obtained (1 minute break after full time and in between extra time periods)
Time outs per team	Two time outs can be requested during the first half (1 st & 2 nd periods) Three time outs can be requested during the second half (3 rd & 4 th periods). A maximum of two (2) timeouts only can be used during the last two minutes of the second half. Unused time outs may not be carried over to any extra period but each team may be granted one time out for each extra period.
Time out duration	50 seconds with a 10 second warning. Both teams ready to play after 1 minute
Substitutions	Request must come from the players to the scoretable personnel For both teams when the ball becomes dead and the game clock is stopped For both teams when the ball becomes dead after a successful last free throw. For the non scoring team when a field goal is scored in the last two (2) minutes of the fourth period or the last two (2) minutes of each extra period
24 second shot clock (*NOTE- not to be used in Under 12)	If the game is stopped because of a foul or a violation or for any valid reason committed by the team not in control of the ball, possession shall be retained by the same team that previously had control of the ball. If the resulting throw in is to be administered in the back court the shot clock shall be reset to 24 seconds. If the resulting throw in is to be administered in the front court and 14 seconds or more was displayed on the clock at the time the game stopped then the shot clock will not be reset but remain the same If the resulting throw in is to be administered in the front court and 13 seconds or less is displayed on the shot clock at the time the game was stopped then the shot clock will be reset to 14 seconds. The clock is not reset if the same team retains possession for the following: - Ball having gone out of bounds - Player of the offensive team being injured - Jump Ball Situation - Double Foul - Cancellation of equal penalties against both teams (eg, tech foul for each team) As per the 2014 FIBA Rules - following an offensive rebound after a field goal attempt or after a last/only free throw, the shot clock shall be set to 14 seconds.
Technical Foul for use of Foul Language or Derogatory Remarks directed at Officials by Players	Technical fouls for use of foul language or derogatory remarks directed towards officials, where a referee believes an ejection is not warranted, shall result in the player being substituted from the game and sitting five minutes of playing time on the Team Bench, irrespective of score, number of players on the court or remaining time in the game. When the Official calls the technical foul, he/she is also to look at the clock and quote the time remaining, so the scoretable officials can note it on the match report sheet E.g. 7:41 1st quarter, and the player can then re-enter the game at 2.41 or after (via substitution through the bench).
Hot Weather Guidelines	All rules as per current <i>BQ Hot Weather Policy</i> . The formula to be used to determine the result for a game that cannot be completed is outlined in Section 12 of the BQJBC Rules.