

GAME RULES

Championship & Second Divisions

RULE	
Match Ball	Size 6 for Girls Size 7 for Boys All match balls are Spalding TF500 and will be provided by BQ
Max no. of players	12
Scoretable	Championship Division (all games for Boys, after pool stage only for Girls): - <i>each team must supply two (2) competent bench officials</i> Second Division Boys & Girls, Champ/2nd Division Girls (pool stage): - <i>each team must supply one (1) competent bench official</i> Duties may be decided amongst officials, however if there is no agreement they shall be allocated as follows: Team A - game clock (& shot clock in Championship Divisions) Team B - scoresheet (& chairperson in Championship Divisions)
Warm up	3 minutes
Game Timing <i>all games are fully timed</i>	Boys Championship Division - 4 x 10 min quarters Boys Second Division - 4 x 8 min quarters Girls Champ/Second Division pool games (Day 1 & 2) - 4 x 8 min quarters Girls Champ Division (Day 3 & 4) - 4 x 10 min quarters Girls Second Division (Day 3 & 4) - 4 x 8 min quarters
Half time interval	3 minutes
¼ & ¾ intervals	1 minute
Extra Time	3 minute periods (1 minute break after full time and in between extra time periods)
Time outs per team	Two time outs during the first half (1 st and 2 nd periods) Three time outs during the second half (3 rd and 4 th periods) A maximum of two (2) timeouts can be used during the last two minutes of the second half. Unused time outs may not be carried over to any extra period, however each team will 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 <i>The shot clock will only operate in:</i> - <i>Champ Div Boys (all games)</i> - <i>Champ Div Girls (after pool stage only)</i> <i>The shot clock WILL NOT operate in:</i> - <i>Champ/2nd Div Girls pool games</i> - <i>Second Div Boys</i> - <i>Second Div Girls</i>	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 update - 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 foul language or derogatory remarks by players directed towards officials	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 scoresheet. 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).