

Primary BASKETBALL RULES

Primary Rules - 2025

Friday Afternoons 4.00, 4.40 and 5.20 time slots

Venues - Prince Alfred College / St Ignatius Primary (Norwood)

- All grades are to use a size 5 ball.
- ▫ **Height of rings** to be 10 feet for Grade 5, 6, 7.
- 8'6' rings are only to be used if schools do not have 10 foot rings
- 15 minute Halves / 2 minutes Half Time
- Games played over a 40 Minute Time Slot

Competition Rules

- Four team fouls per quarter apply before bonus fouls shots are applied.
- **For all grades the three-point rule shall apply.**
- **NO TIME OUTS** permitted during the match
- A tech foul should be imposed for any audible obscenity.
- The Association operates under FIBA rules.
- Players on all indoor courts must wear non-marking footwear
- It is recommended that if a player wears a T shirt under his/her team single at any indoor venue that it be the same colour as the team singlet.
- It is recommended that regulation shorts are to be worn.
- Each team is to supply a scorer.
The home team is to supply a timekeeper (Team listed first)
- School basketball uniforms must be worn, with numbers as per basketball rules.

Reported Players -

- If a player is sent from the court by the umpire for a reportable offence, the umpire MUST at the conclusion of the game complete a report card provided by the coach.
- Any player Reported in a game the information will be forwarded to the player's Sports Co-ordinator or Principal for appropriate action.

Note: This does not include normal fouling off.

Competition

Primary Grades	Maximum Competition Team Numbers	Day	Time	Central Venue
Year 5/6	12-14 Teams	Friday	4.00 / 4.40 / 5.20	PAC / St Ignatius / St Peters

Younger students can play up in older age groups / Older students cannot play down

Year 5/6 Friday Competition Basketball Rules 2025

1) Games consist of **two 15-minute halves**

- Game timer starts at scheduled time (4:00pm, 4:40pm, 5:20pm)
- Each team must provide a scorer or timekeeper to assist each week
- Scoresheets for each game will be provided by the Host school.
- Maximum 2-minute half time break
- Clock does not stop for timeouts**, unless in last 2-minutes of game

2) Scoring rules

- 3 point** shot rule **does not apply**
 - This rule encourages players to move closer to the basket to score
- 16 points max.** per player
 - This rule encourages players to share the ball more equitably

3) Mercy rule

- In the event that a team is **10 points ahead**, they must retreat to their half when the opposing team gains possession

4) Jump Balls

- Jump balls will apply at beginning of each half and during games (no possession arrow)

5) No Zone policy

- Players are to play man-on-man where possible (umpires' discretion on call)
 - This rule is to allow ample space for both the defence and offence to manoeuvre within the full length and width of the court

6) Umpiring

- Umpires are encouraged to assist with the running of the game, explain rules where necessary and de-escalate any heated situations
 - Cross-court (backcourt) rule applies
 - 3-seconds in key applied at umpires' discretion if no advantage is gained
 - Tech foul immediately called for swearing or umpire dissent
 - Unsportsmanlike foul immediately called for unnecessary rough play

Year 3/4 Friday Competition Basketball Rules 2025

Competition

Primary Grades	Maximum Competition Team Numbers	Day	Time	Central Venue
Year 3/4	12-14 Teams	Tuesday	4.00 / 4.40 / 5.20	St Peters College

Younger students can play up in older age groups / Older students cannot play down

1) Games consist of **two 15-minute halves**

- b. Game timer starts at scheduled time (4:00pm, 4:40pm, 5:20pm)
- c. Each team must provide a scorer or timekeeper to assist each week
- d. Scoresheets for each game will be provided by the Host school.
- e. Maximum 2-minute half time break
- f. **Clock does not stop for timeouts**, unless in last 2-minutes of game

2) **Scoring rules**

- g. **3 point shot rule does not apply**
 - i. This rule encourages players to move closer to the basket to score
- h. **12 points max.** per player
 - i. This rule encourages players to share the ball more equitably

3) **Mercy rule**

- i. In the event that a team is **10 points ahead**, they must retreat to their half when the opposing team gains possession

4) **Jump Balls**

- j. Jump balls will apply at beginning of each half and during games (no possession arrow)

5) **No Zone policy**

- k. Players are to play man-on-man where possible (umpires' discretion on call)
 - i. This rule is to allow ample space for both the defence and offence to manoeuvre within the full length and width of the court

6) **Umpiring**

- l. Umpires are encouraged to assist with the running of the game, explain rules where necessary and de-escalate any heated situations
 - i. Cross-court (backcourt) rule applies
 - ii. 3-seconds in key applied at umpires' discretion if no advantage is gained
 - iii. Tech foul immediately called for swearing or umpire dissent
 - iv. Unsportsmanlike foul immediately called for unnecessary rough play