

BASKETBALL RULES

All HOME games will start at 8.00/8:30am, 9.00/9:30am, 10.00/10:30am and 11.00/11:30am for all groups.

SECONDARY GAMES

- Matches may commence if three (3) players are present.
- However, if five (5) players are not present by the end of the half time break, a forfeit should be enforced – however teams should make every effort to play the game. Games to go ahead after forfeit with borrowed players from another team where possible.

BALL SIZE

- Middle to Senior Size 7 Ball (ages 13 and above)
- Primary and Year 7 size 6 Ball

PLAYING MORE THAN ONE GAME

- Players allowed to play ONE game only unless a **request** has been made towards the **referee** and there is negotiation between coaches and **agreed** upon by both to play someone more than once.
- It is noted that coaches should not reasonably withhold permission for this to occur.
- Teams to play players “up” rather than from a higher division.

TIMING OF GAMES

- 4 x 10-minute quarters
- 2 Time-Outs during the First Half.
- 3 Time-Outs during the Second Half, with a maximum of 2 of these Time-Outs when the game clock shows 2:00 minutes or less in the Fourth Quarter.
- 1 Time-Out during each overtime.
- Unused Time-Outs may not be carried over to the Next Half or Overtime.
- Clock is stopped for Time-Outs.
- Clock stopped – on all whistles – in the last 3 minutes of the Fourth Quarter and the 3-minute Overtime period (if required).
- If Scores are level in regular season matches or any final - **3 minutes over time** – Fully Timed will be played.
- Overtime period applies for in the following competition - Open A1, A2 and A3 and Middle A1, A2 and A3
- If the clock has been stopped, the clock shall restart when:
 - After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by any player on the playing court.
 - During a throw-in, the ball touches or is legally touched by any player on the playing court.
- The FIBA Rule in which the clock is stopped after a field goal during the last 2 minutes of the Fourth Quarter, and the 5-minute Overtime period (if required), is **NOT** implemented.
- A team is in the team foul penalty situation after it has committed four (4) team fouls in a quarter.
- All team fouls committed in each Overtime shall be considered as being committed in the Fourth Quarter.
- For all grades, the three-point rule shall apply.
- *The last three minutes being fully timed can be waived by agreement between coaches.*

SPORTSMANSHIP RULES

Basketball Sportsmanship Rule

Once a team reaches one of the listed levels - 1 player is removed from the court.

If the opposition school scores and reduces the margin to under one of the listed levels a player may return to the field.

If the winning margin reaches 70 points the game is ended.

Level 1	30 points = 1 player
Level 2	50 points = 2 players
Level 3	70 points = Game ended

RULES

- The Association operates under FIBA Rules.
- A Technical Foul should be imposed for any audible obscenity.
- Normal full-sized ball will be used / Year 7 Middle 4 Competition will use the size 6 ball.
- Each game will be scored as a Win (2 points), Draw (1 point) or Loss (0 Points).
- In the case that two schools are on equal points, head-to-head result between the two schools will be used as the decider if required.
- Team Numbers – In finals the maximum number of players permitted is 12 (5 on the Court / 7 on the Bench)
- In the occurrence that we have 3 teams on equal points, revert to plus/minus between the teams that have tied.
 - If further separation is necessary, revert to total points scored by each team.

The SAAS Ladder will be confirmed in the following way.

Competition points -team with the most points holds the highest position

If 2 teams have the same points – Head-to-Head results determine the ladder position

If 3 teams have the same points – Head-to-Head and winning margins

In the occurrence that we have teams on equal points, and have drawn games against each other, then the Head-to-Head results against teams above them on the ladder will be calculated to determine who sits in the highest positions.

In the instance where teams are on top of the ladder, the top 4 teams' results will be incorporated into the calculation.

- The total points difference between the results relating to the teams above them on the ladder (or top 4). The current situation is shown below:

Teams Higher on the Ladder	Team A	Team B
	Game Margin (winning/Losing Against teams higher on the ladder)	
1 st	-10	-16
2 nd	-67	-20
3 rd	-62	-39
Total	-139	-75

- If in the case there is a 3-way tie between teams the following will apply – Team A, Team B and Team C on same points - Results from Head-to-Heads

	Scores	Total
Team A	+10, -2	8
Team B	-10, +8	-2
Team C	-8, +2	-6

Please note – Finals require a result; therefore 3 minutes of overtime will be played (until a result is obtained). If available, electronic shot clocks can be used for the Semi Final and Grand Final games, at the discretion of the umpire.

UNIFORM

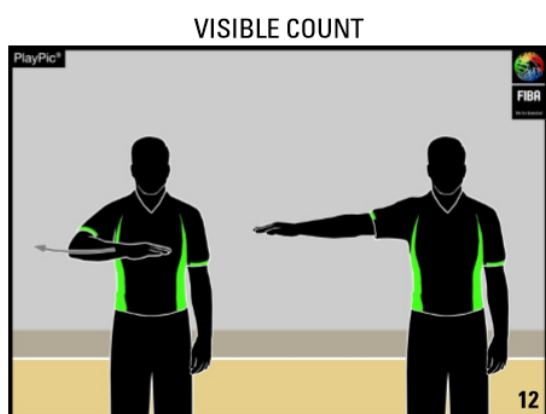
- Players on all indoor courts must wear non-marking footwear.
- It is recommended that if a player wears a T shirt under his/her team singlet at any indoor venue, that it be the same colour as the team singlet.
- It is recommended that regulation shorts are to be worn.
- School basketball uniforms must be worn, with numbers as per basketball rules.

SHOT CLOCK

- An electronic Shot Clock **shall not be used**, and the Shot Clock Rule shall be managed by the Game Officials.
- In this case, the officials will conduct a mental count in their head.
- When it reaches 10 seconds remaining, Officials will loudly voice "10", to inform teams that there are 10 seconds remaining to attempt a shot for a field goal.
- Following this, Officials will visually count the remaining 10 seconds.

SAAS FINALS - SHOT CLOCK 24-SECOND / 14-SECOND (If the Venue has one Available)

- All competitions shall implement the 24-Second / 14-Second Shot Clock Rule, as per the FIBA rules.
- Whenever:
 - A player gains control of a live ball on the playing court,
 - On a throw-in, the ball touches or is legally touched by any player on the playing court and the team of that player taking the throw-in remains in control of the ball,that team must attempt a shot for a field goal within 24 / 14 seconds.
- To constitute a shot for a field goal within 24 / 14 seconds:
 - The ball must leave the player's hand(s) before the shot clock signal sounds, and
 - After the ball has left the player's hand(s), the ball must touch the ring or enter the basket.



Counting while moving the palm



Fingers touch shoulder

REQUIREMENTS OF TEAMS

- Each team is to supply a scorer.
- The home team is to supply a timekeeper.

UMPIRES

- Through SAAS Umpires will be appointed to games (Open/Middle A-B-C) and paid by SAAS (Schools will be invoiced).
- If the game is changed for any reason, the payment will still come from the programmed host school.

PLAYER VOTES

- At the conclusion of the Open A1-A2 matches the umpires will nominate 3-2-1 Player votes.
- The votes from these games will be forwarded to SAAS and counted towards the SAAS Player of the Year and the SAAS Team of the Year selection.

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.
- If any player is Reported in a game, the information will be forwarded to the SAAS office, where it will be again forwarded to the player's school Sports Co-ordinator and/or Principal for appropriate action.
- The SAAS Report and Penalty Guidelines will be used to decide on an outcome from the incident.
- *Note: This does not include normal fouling out.*

Update – 3/12/2025