



Competition Rules – BASKETBALL

1. TEAM ENTRY

1.1 It is expected that each IGSSA school enters the following 4 core basketball teams:

- Senior A, Senior B, Middle A, and Middle B. (Middle- Years 7, 8, & 9 only).

The shield/pennant grades are Senior A, Senior B and Middle A.

1.2 Schools may enter unlimited teams in C grade basketball – Senior C and Middle C.

1.3 Schools failing to fill the core draw may cause uneven draws and competition byes, therefore risking inclusion in nominated A/B basketball competitions if other IGSSA schools are at disadvantaged by the draw.

In the event that a school *cannot* fill the core draw:

1.3.1 It is expected that they fill the highest grades first (fill from the top down) unless acceptable reason exists.

1.3.2 Any extra place created will first be offered to an IGSSA school. If no IGSSA school is able to cover this, then the extra place may be offered to a non-IGSSA school, providing that the inclusion of the non-IGSSA school benefits the competition.

2. ELIGIBILITY

2.1 The strongest players should always play in the "A" team. Size/physical strength must be taken into consideration when playing Year 7-9 girls in the Senior competition.

2.2 Every effort must be made to ensure that players who participate in the "A" game *do not* play in the "B" game. Should a team have insufficient players for the B Game, the game must first be forfeited, and a scratch match played.

3. REFEREEING

3.1 Referees for Senior A and B, and Middle A and B matches will be allocated by the IGSSA Executive Officer, unless previously arranged with the host school. For all other matches each school must have one umpire per team. The coach must umpire if this is necessary to fulfill these requirements. Referees for C grade matches are to be provided by schools. IGSSA Executive Officer can assist if required.

3.2 Referees should wear uniform if they are graded.

3.3 Payment of allocated "A" & "B" umpires will be made by IGSSA at the end of each term.

4. MATCH RULES

4.1 Games will start as close to 4.00pm as possible, with A Grade played first, followed by B Grade. The clock will start running from 4.10 pm. If teams are late to arrive due to transport distance, then both A and B games will be reduced equally in time unless the finishing time can be extended by mutual agreement. Coaches should negotiate time before the start of matches.

4.2 Matches will consist of 4 x 10-minute quarters.

4.3 Breaks between quarters will be 2 minutes, with 3 minutes at half time.

4.4 The clock does *not* stop during games.

4.5 No 'time-outs' are allowed during the last 3 minutes of the match. No time (other than normal substitution time) is allowed for a 5-foul substitution.

4.6 The last possible time to call a time out is with 4 minutes remaining, to ensure there are still 3 full minutes of play to finish the game.

4.7 Shot Clock

4.7.1 A/B Grade games: Shot Clock to be counted by officials in the last 3 minutes of the game. Officials are to call allowed "10" and then begin a physical count.

4.7.2 C Grade games: No shot clock allowances will apply.

4.8 On the 5th team foul (and any subsequent fouls), free throws will be taken.

4.9 All other rules are in accordance with the [FIBA Official Basketball Rules](#).

4.10 If teams are winning convincingly (i.e., by 20 points), defensive players should be behind the centre line for a baseline throw. Coaches from both teams should be advised. This is the case for all grades. The type of defence which should be employed is a zone defence.

4.11 FINALS ONLY

4.11.1 The clock will stop on every whistle in the last 3 minutes of the match.

4.11.2 Time outs are permitted at any stage during the game, including the last 3 minutes of the match.

5. RESULTS

5.1 A drawn match is allowed.

5.2 All results from the preceding week's matches must be in by COB each Tuesday afternoon. EO will update the standings tables Tuesday evenings. Standings tables will then be forwarded to all, and published on the IGSSA website, every Wednesday morning.

5.3 For IGSSA Premiership tables, three points will be awarded for a win, one for a draw and zero for a loss. The maximum win tally that will be registered is 40 points. If teams win (or lose) by more than 40 points, it will be just the 40-point margin registered. In the event of a bye, the team drawn to have a bye will be awarded three points. In the event of a forfeit, the non-offending team will be awarded three points and the maximum winning margin. The offending team will be awarded zero points and the maximum losing margin.

5.4 A 1v2 Final will be scheduled with the top 2 teams (finalists) playing for the shield in the nominated shield grades. The winner of the 1v2 Final will be awarded the shield.

5.4.1 Finalists will be determined by total points initially (ie win/loss tally) and then SD (Score differential) if points are equal but a split needs to be made.

5.4.2 If a finals match is tied (i.e., the 1 v 2 shield play off), an OVERTIME PERIOD OF 3-MINUTES will be played.

- All team fouls continue from the 4th period
- 1 Time-Out per team
- Clock stops on ALL whistles during the last 1-minute of the overtime period
If still tied at the end of first overtime period, first team to score at least 1 point will be declared the winner.

5.4.3 If no finals match can be played and team(s) are on tied points in shield grades at the end of the season, the shield winner will be identified using the following criteria:

- i. Head-to-Head – Calculate the premiership points for games played between *each team involved in the tie* only. The school with the most Head-to-Head premiership points wins the shield (providing equal number of Head-to-Head games between tied teams exist). If there is still no clear winner from Head-to-Head calculation, then:
- ii. Score Differential – Calculate the score differential for all games played. The team with the greatest score differential will be awarded the shield. If there is still no clear winner from the score differential, then:
- iii. The shield will be shared between all teams on tied points.