



Competition Rules – BASKETBALL

1. TEAM ENTRY

- 1.1 It is expected that each IGSSA school, where practical, enters the following 4 core basketball teams:
- Senior A, Senior B, Middle A, and Middle B. (Middle- Years 7, 8, & 9 only).
- 1.2 The shield/pennant grades are Senior A and Middle A.
- 1.3 Schools may enter unlimited teams in C grade basketball – Senior C and Middle C.

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 all grades will be allocated by the IGSSA Executive Officer, unless previously arranged with the host school.
- 3.2 Referees should wear appropriate referee uniform. If school-appointed referees are students, they must not wear school uniform whilst officiating.

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 regardless of whether both teams have arrived. 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 stops on every whistle (including time outs) in the last 3 minutes of the game only.
- 4.5 As the clock stops, time outs may be able to be taken during the last 3 minutes.
- 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 "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, and zone defence should be applied. This is the responsibility of the coach and applies to all grades.

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 If a shield/pennant match is unable to commence for reasons beyond the control of either team, then every reasonable effort should be made to reschedule. Shield and pennant grades should be prioritised where practical when venues are affected. If a mutually agreeable reschedule date between the participating schools cannot be reached, then the match result will be a draw, with 0-point differential.

5.3 All results from the preceding week's matches must be submitted to Clipboard by 48 hours post-fixture in order for accurate Premiership Tables to be published in a timely manner.

5.4 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 zero 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.

5.5 If **half or more** games from an IGSSA Division are unable to be completed in a single Shield round, then **all games** from that round in that Division will be considered a draw, with a 0-point differential. For the avoidance of doubt, for example, if there are six scheduled Shield games in a round, and three are unable to be completed, then all games in that round are considered a draw.

5.6 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.

5.6.1 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.

5.6.2 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.

5.6.3 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.