COMPETITION RULES

Basketball

Revised | April 2026

1. TEAM ENTRY

1.1 Grades are:

Senior A, B and C - it is recommended that teams are selected from girls in Years 10-12. When selecting girls younger than Years 10-12 in the senior divisions, size, skill level and physical strength must be taken into consideration.

Middle A, B and C- middle teams will consist of students up to year 9.

The Shield grade is **Senior A**.
The Pennant grade is **Middle A**.

Shield/Pennant competitions are only held in Term 1.
Term 4 competitions are non-Shield/Pennant across all grades.

1.2 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.

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

1.4 It is recommended that teams consist of between seven and ten players.

In Shield grades, a team may request that their opposition lend them a player,,or match their numbers if they do not have enough. If this happens, this is considered a forfeit by the team making the request, and a 'scratch match' may proceed.

1.5 Schools are expected to provide 1 court for every 2 teams entered in the competition.

1.6 Schools who do not enter a team in an A-grade (or equivalent) competition are not eligible for finals in the corresponding B-grade (or equivalent) 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.

Any player in the starting five for the A Grade game is not eligible to play in the B Grade game on the same day.

Any player who has played in the A Grade game (not in the starting five) can score a maximum of 12 points in the B Grade game. If fouled before reaching 12, the player can take all awarded free throws even if this results in them exceeding the limit of 12.

Any reasonable request for a variation to this must be discussed between the two schools' Heads of Sport in the week leading into the game.

2.2 Eligibility for a finals match: If half or more of the player(s) matches (including any semi-finals) have been played in any given grade, they can play in a final in that grade (as confirmation, if a player plays 50% of their matches in Senior A grade and 50% in Middle A grade, they would be eligible for finals in either grade).

For avoidance of doubt – players **can** play in a higher grade than where they have played 50% of their matches. For example, if a player had played solely in the Senior Bs, and the Senior As are short a player for a Final, the Senior B player may play.

A player may only play in **one** IGSSA Grand Final in each sport.

Schools are expected to keep player attendance records at games so that this information can be provided upon request (for example, student roll in Clipboard).

3. REFEREEING AND OFFICIALS

3.1 Referees for all grades will be allocated by the IGSSA Executive Officer, unless previously arranged with the host school – neutral referees are preferred for A/B grades.

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 (INC IGSSA-SPECIFIC RULES)

4.1 All rules are in accordance with the FIBA Official Basketball Rules unless otherwise stipulated below.

4.2 Games will start as close to 4.00pm as possible. If teams are late to arrive due to transport distance, then 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. If a team is not ready to play by 4.20pm, it will be considered a forfeit by the late team, however a friendly game may still proceed under agreed revised conditions.

4.3 Matches will consist of 4 x 10-minute quarters. Breaks between quarters will be 2 minutes, with 3 minutes at half time.

4.4 Time outs are permitted at any stage during the game

The clock stops on every whistle (including time outs) in the last 3 minutes of the game only.

The FIBA Rule in which the clock is stopped after a field goal during the last 2 minutes of the Fourth Quarter, and the 3- minute Overtime period (if required), is NOT implemented.

4.5 As the clock stops, time outs may be able to be taken during the last 3 minutes.

4.6 SHOT CLOCK

4.3.1 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.

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

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

4.9 Games may commence with a minimum of four players per team. A team must have a minimum of three players on the court at any time.

5. RESULTS

5.1 A drawn match is allowed.

5.2 If a Shield or 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 Scorers/Timers or an official rep from each school to be responsible for keeping score and time for the match. Both to sit together for the entire match and confer scores with officials at each break.

5.5 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.

5.6 If **half or more** games from an IGSSA Division are unable to be completed in a single Shield/Pennant 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/Pennant games in a round, and three are unable to be completed, then all games in that round are considered a draw.

6. FINALS

6.1 Shield grades – single pool - two semi-finals, 1 v 4 and 2 v 3, will be scheduled, with the winners of the two semi-finals (finalists) playing for the Shield in the Grand Final. The winner of the Grand Final will be awarded the Shield. If season length/number of nominations does not allow for semi-finals, then a 1 v 2 Grand Final will be scheduled, and the winner of the Grand Final will be awarded the Shield.

Shield grades – two pools - two semi-finals, 1 (Pool A) v 2 (Pool B), and 2 (Pool A) v 1 (Pool B), will be scheduled, with the winners of the two semi-finals (finalists) playing for the Shield in the Grand Final. The winner of the Grand Final will be awarded the Shield. If season length/number of nominations does not allow for semi-finals, then a 1 (Pool A) v 1 (Pool B) Grand Final will be scheduled, and the winner of the Grand Final will be awarded the Shield.

Pennant grades – one Grand Final, 1 v 2, will be scheduled, and the winner of the Grand Final will be awarded the Pennant.

The team which finishes higher on the regular season ladder has the right to host any semi-finals, or the Grand Final, at their choice of home venue. In the event that the preferred home venue is not available, IGSSA will schedule an alternative venue in consultation with the school with hosting rights.

In the event that finalists are from different pools, the hosting rights will be granted

to the team which earned more ladder points. If teams in one pool played fewer games than the teams in the other pool, overall ladders will be adjusted on average wins.

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.

If the Score Differential is also equal, then the team who has won in Head-to-Head games in any Shield matches from the regular season will advance. Where more than one H2H Shield game has been played, total score from the two games shall be combined to determine a winner. For example, if Team Blue and Team Red played two Shield games in the regular season, with Blue winning the first 3-0, and Red winning the second 2-0, Team Blue would advance.

6.2 If a finals match is tied, 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.

6.3 If either or both semi-final matches cannot be played, the higher-ranked team will advance to the Grand Final.

6.4 If no Grand Final match can be played and team(s) are on tied points in Shield/Pennant grades at the end of the season, the Shield/Pennant 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/Pennant (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/Pennant. If there is still no clear winner from the score differential, then:

iii. The Shield/Pennant will be shared between all teams on tied points.

7. EQUIPMENT

7.1 The home team is to provide a size 6 basketball and a jump ball arrow.

7.2 If teams' uniforms are similar in colour, it is the responsibility of the away/second-listed team to provide clash bibs or a clash uniform to wear.

SPORTSMANSHIP GUIDELINES

Sport plays an essential role in the personal and social development of students, fostering teamwork, discipline, and resilience. To ensure that every student has a positive and enriching experience on the field or court, it is important that we prioritise sportsmanship, respect, and enjoyment in every competition.

IGSSA's Sportsmanship Guidelines are designed to maintain a healthy balance in competition, ensuring that students from all skill levels and backgrounds have the opportunity to feel engaged and supported. In this spirit, collegiality and open communication between schools and coaches are vital. By working together, we can create an environment where the well-being of our athletes comes first, where every match is competitive yet compassionate, and where the values of respect, fairness, and encouragement shine through.

These guidelines are a reminder that while winning is part of sport, the ultimate goal is to nurture a love for the game and foster strong character in all our students.

RULES

At the below point margin for the appropriate grades;

- 30 points for Senior A and Middle A
- 15 points for all other grades (Middle B/C and Senior B/C)

The following rule shall apply:

- In defence, the winning team must return to inside their defensive 3 point line. Once the offensive team crosses the halfway line they can move out to guard players. Therefore, no full or half court traps/presses are allowed.
- All jump balls go the way of the losing team. All possession arrows (e.g. ¼ , ½ and ¾ time breaks) go the way of the losing team.

The maximum score difference is awarded in the recording of results once the margin is reached and the Sportsmanship Guidelines are activated.

CONSIDERATIONS

The following are not implemented rules, however, suggestions for coaches to help ensure sportsmanship is present for all teams.

- Common sense is the first factor that need to be considered – rotating the best players off the court or providing players opportunities in different positions.
- Collegiality and communication are important between schools/coaches.
- Teams/players could refrain from laying the ball up in the open court and run an offence.
- Teams/players could practice using their weak/non dominant hand for dribbling, passing, shooting etc.
- Teams could make a minimum 5 passes before they score.
- Players should not double team players in defence.