



SCHOOL SPORT VICTORIA

BASKETBALL - PRIMARY

Proudly supported by Basketball Victoria

These rules apply to State, Region and Division competitions. Any variations to these rules at Region and Division levels will be found on the relevant page on the SSV website.

Match Format: For Regions and Division match format, please consult the relevant page on the SSV website or contact the relevant Coordinator.

State Format: Split Round Robin, Final

State Match Format: All games are 2 x 15 minute halves with 2 minutes at half time.

There will **not** be a 24 second shot clock.

The clock only stops on all whistles in the last three minutes of the second half.

State Match Schedule: There will be a Pre-Championships Briefing for all teams prior to the first round of matches.

Refer to the Basketball Draw, on the SSV website, for the Match Schedule.

State Round Robin Winners: At the end of each Round Robin game, 3 points will be awarded for a win, 2 points for a draw and 1 point for a loss.

If at the end of the Round Robin, 2 teams are equal on points, then the result of their head to head match will be used to determine the winner. If their head to head match was a draw, then total percentage from all their games will be used to determine the winner.

If more than two teams are tied on points, percentage from the matches involving the other tied teams will be calculated to determine the winner.

State Final Winner: If teams are tied in the final, the game will be extended by 3 minutes.

If still tied, the game will be extended by a further 3 minutes. This will continue until a result is reached.

Conditions: See School Sport Victoria's 'General Conditions of Competition'.

All players, teachers, spectators and officials are bound by the 'SSV Codes of Conduct'

A girl cannot play in a girls' team and a boys/mixed team in the same sport.

The level of competition chosen by a student at District level remains binding through to Division, Region and State levels.

Team Size: A maximum of twelve (12) players may be used in one day who can be interchanged throughout each game.

There isn't a limit to the number of substitutions a team can make during a game

Injured players and players who have received five fouls may be replaced

A team must have at least 4 players to commence a game and can finish with no less than 3 players on court.

Only twelve (12) SSV medallions plus one (1) for the team coach will be awarded to placegetters.

Extra medallions will NOT be available.

Rules: Basketball is conducted under the FIBA Rules as interpreted by Basketball Victoria unless otherwise stated.

In SSV Basketball district competition, the 3 point shooting arc will not be used.

After the district level, the inner 3 point shooting arc will be used.

All free throws will be taken from the inner line marked 0.9 metres forward of the regulation free throw line.

The 'Three Second Rule' shall become a 'Five Second Rule'.

All fouls will be recorded. Players who receive 5 personal fouls cannot continue to play but they can be replaced on court. Two shots penalty will apply after the 8th team foul.

Please see the [SSV Primary Schools Resource Manual](#) for more useful sport specific information.

- Officials:** Each school must supply a competent scorer and timekeeper.
At the State Finals, School Sport Victoria will appoint referees.
- Goal Post Padding:** Goal posts on outdoor courts (dual netball/basketball towers) require padding
- Time-Out:** Each team is allowed one time-out per half of one minute.
There will be no Time-Outs during the last minute of the first half except for a Referee's Time-Out.
The Referee may call a Time-Out to allow the substitution of:
- (a) An injured player
 - (b) A player who has received 5 fouls.
 - (c) A player who has been ordered off the court
- During a Referee's Time-Out, the clock will be stopped.
- No Zone Defence:** Full court 'Man to Man' defence is compulsory for the entire game (unless the mercy rule is being enforced).
Teams who deliberately play zone defence or a half court or full court press by not picking up a player each or drop back into the key will be penalised with the following: 1st time is a warning, 2nd time offensive team gets ball advanced to a base line throw in, 3rd time coach is awarded a Technical foul.
All penalties awarded by the referee.
- Back Court Defence:** Any team leading by 15 points or more must play back court defence. It is up to the score table officials to notify the referees when this occurs. The referees will impose a penalty for non-compliance. When a team leads by 30 points or more the team who is winning must play defence behind the 3 point line. When this situation occurs, the coach of the leading team is permitted to instruct their team to withdraw to the defensive 3 point area.
Penalty: Side ball in front half (free throw line extended) to the team that trails by 15 points or more.
- Dress:** Competitors must be suitably attired. Singlets/tops must be clearly and legally numbered from 00-99 and be of the same design and colour. Shorts must be the same design and colour and have no pockets.
Players cannot take the court under any circumstances in shorts that have pockets. For other uniform violations, teams will be penalised 5 points per game for each player out of uniform and will be added onto the opposition's score to a maximum of 20 points in any game.
- Lateness Penalty:** If a team is late for the start of their match for reasons beyond their control and the team communicates with the convener, then the convener will try to accommodate the team as best he/she can.
If a team is more than 10 min late without notice or communication or in the convener's opinion their lateness makes the draw impracticable, then they will be penalised one point for every minute late.
- Equipment to Bring:** Competing schools must provide:
- Basketball Size 6 (for warm-ups)
 - A first aid kit

NOTE: An up to date team sheet must be handed to the convener on the day of competition. This team sheet must include players' uniform numbers.

