

RULE	
<b>Match Ball</b>	Molten BG4050 balls preferred; however other Molten balls are permitted provided the outer surface of the ball is made of premium composite leather. <b>No other brand ball is permitted to be used for games.</b> Size 5 for Under 12 Males & Females Size 6 for Under 14 & Above Females and Under 14 Males Size 7 for Under 16, 18 & 21 Males
<b>Max. no of Players</b>	12
<b>Playing numbers</b>	0, 00 & 1 - 99
<b>Scoretable</b>	Each team must supply 2 <u>competent</u> bench officials. Unless there is an agreement between officials, duties are to be allocated as follows: - Team A will be responsible for Game Clock & Shot Clock - Team B will be responsible for Basketball Connect & Chairperson
<b>Warm up</b>	3 minutes
<b>Game time</b>	Under 12 and 14 - 4 x 8 minute quarters fully timed Under 16 and 18 - 4 x 10 minute quarters fully timed
<b>Half time interval</b>	3 minutes
<b>¼ &amp; ¾ intervals</b>	1 minute
<b>Overtime</b>	3 minute periods until result obtained (1 minute break after full time and in between extra time periods)
<b>Time outs per team</b>	Two time outs can be requested during the first half (1 <sup>st</sup> & 2 <sup>nd</sup> periods) Three time outs can be requested during the second half (3 <sup>rd</sup> & 4 <sup>th</sup> periods). A maximum of two (2) timeouts only can be used during the last two minutes of the second half. Unused time outs may not be carried over to any extra period but each team may be granted one time out for each overtime period.
<b>Time out duration</b>	50 seconds with a 10 second warning. Both teams ready to play after 1 minute
<b>Substitutions</b>	Request must come from the players to the scoretable personnel. For both teams when the ball becomes dead and the game clock is stopped. For both teams when the ball becomes dead after a successful last free throw. For the non scoring team when a field goal is scored in the last two (2) minutes of the fourth period or the last two (2) minutes of each extra period.
<b>24 second shot clock</b>  <b>(*NOTE- not to be used in Under 12)</b>	If the game is stopped because of a foul or a violation or for any valid reason committed by the team not in control of the ball, possession shall be retained by the same team that previously had control of the ball. If the resulting throw in is to be administered in the back court the shot clock shall be reset to 24 seconds. If the resulting throw in is to be administered in the front court and 14 seconds or more was displayed on the clock at the time the game stopped then the shot clock will not be reset but remain the same If the resulting throw in is to be administered in the front court and 13 seconds or less is displayed on the shot clock at the time the game was stopped then the shot clock will be reset to 14 seconds. The clock is not reset if the same team retains possession for the following: - Ball having gone out of bounds      - Player of the offensive team being injured - Jump Ball Situation                      - Double Foul - Cancellation of equal penalties against both teams (eg, tech foul for each team) As per current FIBA Rules - following an offensive rebound after a field goal attempt or after a last/only free throw, the shot clock shall be set to 14 seconds.
<b>Technical Foul for use of Foul Language or Derogatory Remarks directed at Officials by Players</b>	Any player, coach, assistant coach, or team manager that receives two technical fouls in a single game in the Under 18's and Under 16's Junior Representative Competition will be immediately disqualified from the match and be subject to further suspension. Any player, coach, assistant coach, or team manager that receives a single behavioural technical foul in a single game in the Under 14's and Under 12's Junior Representative Competition will be immediately disqualified from the match and be subject to further suspension