



# KEILOR BASKETBALL ASSOCIATION

## DOMESTIC TIMING RULES (SEASON GAMES)

### TIMING RULES

- 50-minute schedule
- 2 x 20 minute halves
- 2 minute duration for half time break
- The referee will:
  - start the clock two (2) minutes before the starting time
  - give both coaches a one (1) minute warning
  - start the game clock no earlier than the game's starting time on the fixture

### DELAYED START

- A late starting team is penalised one (1) game point per minute or part thereof after the fixtured start time
- If a game has not started after 10 minutes, the game will be declared a walkover

### TIME-OUT RULES

- Two time-outs per team per half
- No timeouts in the last minute of the first half. If a timeout is in progress, it is to cease immediately and play is to resume.

### STARTING & STOPPING THE CLOCK

#### CLOCK STOPS:

- 2nd half - last 2 minutes:
  - All timeouts
  - All whistles (all dead ball situations) where the score difference is:
    - **less than 10 points in Under 10 competitions;** or
    - **less than 20 points in Under 12 to Under 19 competitions.**

**STOPPING THE CLOCK:** when the referee blows the whistle

**STARTING THE CLOCK:** when the ball becomes "live", after the ball touches or is touched by a player on the playing court

### JUMP BALL SITUATION AND ALTERNATING POSSESSION ARROW

At the start of the game:

- Arrow should be pointing up and a jump ball starts the game
- Once a team has possession of the ball, point the arrow in the opposite direction of their goal end

Jump ball situations during the game:

- the arrow will determine which team is given possession of the ball
- scorers should wait until the ball is "live", after the ball touches or is touched by a player on the playing court and then change the direction of the arrow

Starting the second half:

- The team entitled to the next alternating possession at the end of the first half will start the next half with a throw-in at the centre line. The direction of the arrow is NOT changed at the end of halftime and does not change until a jump ball situation occurs.

### MERCY RULE DOES NOT APPLY IN GRADING OR FINALS GAMES

**RULE:** The leading team is required to fall back behind the three (3) point line when the trailing team in-bounds the ball. No defence may be applied until the ball crosses the centre line.

**APPLIES:** At the **discretion of the trailing coach** (the referee should confirm with the trailing coach) and only during the competitive season (not grading or finals games):

- In Under 10's, when a team is leading by 10 or more points;
- In Under 12's and above, when a team is leading by 20 or more points.



## JD: Rule Variations by Age Group

Rule	U10	U12	U14	U16	U19
<b>Ball size</b>					
• 6	✓	✓	✓	✓ Girls	✓ Girls
• 7	✗	✗	✗	✓ Boys	✓ Boys
<b>Timing violations</b>					
• 3 seconds in key rule	✗	✗	✓	✓	✓
• 5 seconds in key rule	✓	✓	✗	✗	✗
• 8 seconds to inbound ball from backcourt to frontcourt	✓ May not be applied	✓	✓	✓	✓
<b>Cross Court</b> Centre line violation (ball returned to back court)	✗	✓	✓	✓	✓
<b>Free throws</b>					
• Normal free throw line	✗	✗	✓	✓	✓
• Midpoint between normal free throw and edge of circle nearest basket	✓	✓	✗	✗	✗
<b>Three point lines</b>					
• outside line (6.75m)	✗	✗	✗	✓	✓
• inside line (6.25m)	✓	✓	✓	✗	✗
<b>Fall back Rule / Mercy Rule</b> <b>Mercy rule</b> only for competitive season (not grading games or finals) and <b>at discretion of losing coach</b> (fall back behind 3 point line when opposition inbounds ball). No defence until ball crosses the centre line:					
• team leads by 10 pts or more	✓	✗	✗	✗	✗
• team leads by 20 pts or more	✗	✓	✓	✓	✓

