



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.



Junior Domestic: Rule Variations by Age Group

| Rule | U10 | U12 | U14 | U16 | U18 BOYS | U19 GIRLS | U20 BOYS |
|--|----------------------|-----|-----|--------|----------|-----------|----------|
| Ball size | | | | | | | |
| • 5 | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ |
| • 6 | ✗ | ✗ | ✓ | ✓Girls | ✗ | ✓Girls | ✗ |
| • 7 | ✗ | ✗ | ✗ | ✓Boys | ✓Boys | ✗ | ✓Boys |
| Timing violations | | | | | | | |
| • 3 seconds in key rule | ✗ | ✗ | ✓ | ✓ | ✓ | ✓ | ✓ |
| • 5 seconds in key rule | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ |
| • 8 seconds to inbound ball from backcourt to frontcourt | ✓ May not be applied | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| Cross Court Centre line violation (ball returned to back court) | Doesn't apply | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| Free throws | | | | | | | |
| • Normal free throw line | ✗ | ✗ | ✓ | ✓ | ✓ | ✓ | ✓ |
| • Midpoint between normal free throw and edge of circle nearest basket | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ |
| Three-point line | | | | | | | |
| • outside line (6.75m) | ✗ | ✗ | ✗ | ✓ | ✓ | ✓ | ✓ |
| • inside line (6.25m) if one exists | ✓ | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ |
| Fall back Rule / Mercy Rule Mercy rule only for competitive season (not grading games or finals) and at discretion of losing coach (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 | ✗ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| Five-minute cooling off period (sin bin rule) Implemented after a player is issued a technical foul | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✓ |