



2025 AGSV / APS Basketball Regulations

1. See General Regulations Governing Sporting Competitions.
2. Basketball is conducted under the rules of the Basketball Victoria unless otherwise stated. The 'no charge' rule will only be implemented at the Firsts level.

A. GENERAL

1. Players' names, initials and numbers are to be shown on the scoresheet, written in sequential order.
2. Each school should provide officials as indicated:
 - a. Firsts - two per school (clock or scorer, and 24 second shot clock)
 - b. Other teams - one per school (clock and scorer)
3. A player may only play one game per morning unless there is an agreement to the contrary between opposing coaches.
4. Players must wear complete uniforms. Recognised numbers must be attached to the back (20cm) and front (10cm) of the singlet. The following numbers are recommended: 00 - 99 (all inclusive).
Girls (all levels) may wear a tee-shirt under their playing singlet. When worn by multiple players, the tee-shirt must be of uniform colour (not mixed), i.e. white, black or a school colour.
5. Any player whose name is taken by a referee will be referred to her school authorities for further action.
6. Home schools are required to supply an approved **size 6 match ball**, time clock and scoresheets for all games.
7. The AGSV/APS Office (or if required the home school) will provide Referees. For Firsts matches, Referees must be of minimum Level 1 standard. Referees must be independent.
8. **Mercy Rule:** For all teams other than Firsts, the Mercy Rule will apply when a team has a 20 point lead. The leading team is compelled to fall back, playing defence inside the three (3) point line.
Violations of the Rule:
 - a. Warning;
 - b. Technical foul - shots plus possession.

B. SPECIFIC

First Teams

1. The following playing rules will apply to all Firsts matches:
 - a. Timing of Games. 4 x 8 minute quarters (75 minute time slot allowed for each game).
 - b. There will be a maximum of two time outs per team per half.
 - c. The clock will stop on all whistles throughout the game.
 - d. At least five minutes warm-up, two minutes half-time, one minute quarter and three-quarter time breaks will be permitted per game.
 - e. Where scores are level at the conclusion of the second half a maximum of two extra five minute periods shall be played to resolve the tie. (First teams only). **Each team will be permitted one timeout within every overtime period. The clock will stop for all time outs during overtime and on every whistle in the last minute of any overtime period.**
 - f. **A 24 second shot clock will operate.** Note: the 14 second reset rule will apply.
2. **Ultimate Round - Refer to General Regulation 17 for method of calculation**
3. **Premiership:** The Premiership will be decided on points - two points for a win and 1 point for a draw. Should any two or more teams be equal and have played each other, the team winning that contest shall take precedence, otherwise the teams shall be declared equal. The ladder for the redraw is decided on points, then the head to head result, then if equal, by percentage between the games played between those teams.
4. It is customary to shake hands at the end of the game.

All Other Games

1. The following playing rules apply for all non-First matches.
 - a. A 50 minute time slot allocated for each game. Play 2 x 20 minute halves (2 minutes at half-time)
 - b. **For all teams other than Firsts, there will be 1 timeout per team per half. The clock does not stop for timeouts, unless it is called within the last 3 minutes of the second half.**
 - c. The Clock will stop in the last three minutes of the second half for substitutions, shooting fouls, and time outs.
 - d. Mercy Rule - When a team has more than a 20 points lead it is compelled to fall back, playing defence inside the 3 point lines.
 - e. **The inclusion of a redraw (dependent upon numbers within divisions) after six rounds for all Junior (Yr. 7-8) Basketball divisions.**
2. It is customary to shake hands at the end of the game.

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A. GENERAL

1. Players' names, initials and numbers are to be shown on the scoresheet, written in sequential order.
2. Each school should provide officials as indicated:
 - a. Firsts - two per school (clock or scorer, and 24 second shot clock)
 - b. Other teams - one per school (clock and scorer)
3. A player may only play one game per morning unless there is an agreement to the contrary between opposing coaches.
4. Players must wear complete uniforms. Recognised numbers must be attached to the back (20cm) and front (10cm) of the singlet. The following numbers are recommended: 00 - 99 (all inclusive). Junior Girls may wear a tee-shirt under their singlet. The tee-shirt must be of uniform colour, i.e. white or a school colour.
5. Any player whose name is taken by a referee will be referred to her school authorities for further action.
6. Home schools are required to supply an approved **size 6 match ball**, time clock and scoresheets for all games.
7. The home school will provide two (2) Referees. For Firsts matches, both Referees must be of minimum Level 1 standard. Referees must be independent.
8. **Mercy Rule:** For all teams other than Firsts, the Mercy Rule will apply when a team has a 20 point lead. The leading team is compelled to fall back, playing defence inside the three (3) point line.
Violations of the Rule:
 - a. Warning;
 - b. Technical foul - shots plus possession.

B. SPECIFIC

First Teams

1. The following playing rules will apply to all Firsts matches:
 - a. Timing of Games. 4 x 8 minute quarters (75 minute time slot allowed for each game).
 - b. There will be a maximum of two time outs per team per half.
 - c. The clock will stop on all whistles throughout the game.
 - d. At least five minutes warm-up, two minutes half-time, one minute quarter and three-quarter time breaks will be permitted per game.
 - e. Where scores are level at the conclusion of the second half a maximum of two extra five minute periods shall be played to resolve the tie. (First teams only). **Each team will be permitted one timeout within every overtime period. The clock will stop for all time outs during overtime and on every whistle in the last minute of any overtime period.**
 - f) **A 24 second shot clock will operate.** Note: **the 14 second reset rule will apply.**
2. **Premiership:** The Premiership will be decided on points - two points for a win and 1 point for a draw. Should any two or more teams be equal and have played each other, the team winning that contest shall take precedence, otherwise the teams shall be declared equal. The ladder for the redraw is decided on points, then the head to head result, then if equal, by percentage between the games played between those teams.
4. It is customary to shake hands at the end of the game.

All Other Games

1. The following playing rules apply for all non-First matches.
 - a. A 50 minute time slot allocated for each game. Play 2 x 20 minute halves (2 minutes at half-time)
 - b. **For all teams other than Firsts, there will be 1 timeout per team per half. The clock does not stop for timeouts, unless called in the last 3 minutes of the second half.**
 - c. The Clock will stop in the last three minutes of the second half for substitutions, shooting fouls, and time outs.
 - d. Mercy Rule - When a team has more than a 20 points lead it is compelled to fall back, playing defence inside the 3 point lines.
 - e. **That for 2024 onwards, the inclusion of a redraw (dependent upon numbers within divisions after six rounds for all Junior (Yr. 7-8) Basketball divisions.**
2. It is customary to shake hands at the end of the game.

TIMING SUMMARY

AGSV/APS FIRSTS

- **4 x 8 minute quarters (5 minute warm-up, 2 minutes at half-time & 1 minute quarter and 3 quarter breaks will be permitted per game).**
 - 2 time-outs per team per half.
 - **The clock will stop on all whistles throughout the game.**
 - **Overtime** - Where scores are level at the conclusion of the second half a maximum of two extra five minute periods shall be played to resolve the tie. (Firsts teams only). Each team has 1 time-out per extra five minutes. The clock will stop for time outs and on every whistle in the last minute of any overtime period.
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AGSV/APS GIRLS - JUNIOR, INTERMEDIATE & OPEN

- 2 x 20 minute halves (2 minutes at half-time)
- 1 time-out per team per half. **The clock does not stop, unless in the last three (3) minutes of the second half.**
- **Clock Stops** - **The Clock will stop in the last three minutes of the second half for substitutions, shooting fouls, and time outs.**
- **Mercy Rule** - When a team has more than a **20 point** lead it is compelled to fall back playing defence inside the 3 point line.