



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 20** 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	✓	✓	x	x	x	x	x
• 6	x	x	✓	✓Girls	x	✓Girls	x
• 7	x	x	x	✓Boys	✓Boys	x	✓Boys
Timing violations							
• 3 seconds in key rule	x	x	✓	✓	✓	✓	✓
• 5 seconds in key rule	✓	✓	x	x	x	x	x
• 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	x	x	✓	✓	✓	✓	✓
• Midpoint between normal free throw and edge of circle nearest basket	✓	✓	x	x	x	x	x
Three-point line							
• outside line (6.75m)	x	x	x	✓	✓	✓	✓
• inside line (6.25m) if one exists	✓	✓	✓	x	x	x	x
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	✓	x	x	x	x	x	x
• team leads by 20 pts or more	x	✓	✓	✓	✓	✓	✓
Cooling off period (sin bin rule) time outs and half time don't count towards time served	1 min	1 min	1 min	1 min	5 mins	5 mins	5 mins
Implemented after a player is issued a behavioural technical foul	✓	✓	✓	✓	✓	✓	✓
• U10-U16 the referee should bench the player immediately unless the team would be forced to play with less than 4 players							
• In U18-U20 players must be benched immediately regardless of the number of players the team is left with							