



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:

First half: the clock does not stop at all during the first half

Second half: the clock only stops in the last 2 minutes of the second half for:

- Timeouts
- All whistles (all dead ball situations) where the score difference is:
 - **less than 10 points** in **Under 10's**; or **less than 20 points** in **U12 – U20**.

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 inbounds 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							