ASSOCIATED GRAMMAR SCHOOLS OF VICTORIA

Basketball Regulations

GENERAL

All matches will be played under the laws recognized by Basketball Victoria, provided that they do not clash with any of the rules below. Any amendment to a rule/regulation implemented by the governing body will only be applied to AGSV regulations once it has been ratified in accordance with AGSV procedures. Players and coaches are fully expected to conduct themselves within spirit of the game and in accordance with the AGSV Participant Code of Conduct.

FIRSTS MATCHES

(a) Home Schools are required to supply an approved leather basketball (Size 7), time clock, directional arrow and electronic scoring (via Play HQ) or paper score sheet for all games. Prior to the start of a season, the AGSV office will provide schools with an official score sheet to use.

(b) **Friday matches**: Where no other alternative is available, scheduling of start times for Friday matches must be considerate of academic time before participating schools submit a request for the Heads to approve.

(c) **Referees:** Basketball Victoria will allocate three (3) referees per match. These Referees must be of **minimum** Level 1A standard. Referees are required to be aware of and comply with AGSV Child Safe standards.

(d) **Scoring duties**: If Play HQ electronic scoring is not available, an official AGSV score sheet will be provided to use by the Home school. Players' names, initials and numbers are to be shown on this official score sheet prior to the start of the game.

(e) Each School to provide competent officials as indicated:

Firsts competition - **two** scorers **per School**

- Home team – x2 people – x1 24/14 second shot clock operator, x1 clock / score panel operator.
- Away team – x2 people – x1 Play HQ live score attendant, x1 'Spotter' to assist live score attendant.

Matches are not to commence until the Score Bench is properly manned (BA ruling). Failure to provide officials involves forfeiture of the game.

(f) A player is permitted to only play one game per round, unless there is an agreement to the contrary between the opposing schools. Such player/s must leave the court if / when the missing player/s arrive.

(g) Players must wear complete uniforms. School singlets and shorts must all be of uniform design. Numbers must be clearly visible on front and rear of playing singlets (10cm on front) and (20cm on rear). Numbers 00 and 1-99 are permitted for use. A two-point penalty may be applied for each uniform breach. It is the responsibility of the coach whose player is incorrectly dressed to approach the opposing coach before the game before sanctions are to be applied.

(h) Any player whose name/number is placed on report by a referee is to be referred to his / her School authorities for further action.

(i) The following playing rules will apply to all **Firsts matches**:

- At least 5 minutes warm up will be permitted before each game
- Matches will comprise 4 x 8 minute quarters
- A 24 second shot-clock will operate. The 14 second reset rule on front court possession applies to AGSV Firsts matches
- The clock will stop on all whistles throughout the match
- During the final two minutes of the second half, the game clock will be stopped following a successful field goal

- There will be a maximum of two (2) time outs per team in the first half and three (3) in the second half. However, each team has a maximum of two (2) time outs in the last 2 minutes of the final quarter. eg; if a team still had three time outs remaining with 2:00 minutes remaining in the match, one of the three time outs is forfeited i.e. only two (2) of the three (3) time outs can be used
- 1/4 & 3/4 time interval shall be 1 minute
- Half time interval shall be 2 minutes
- A team not having at least four players ready to commence play at the allocation time will forfeit one point for every minute late, except by agreement between the opposing coaches
- Teams may have up to 12 players on the roster in any one match
- No extra time will be played in any rounds.

(j) **Premiership ladder**
Premiership points will be on the basis of 2 for a win, 1 for a draw and 0 for a loss.

(k) **SEMI FINALS** (Round 10): On the week following the Home & Away season, the top four teams will play off in a semi final (1 v 4, 2 v 3) to decide who will contest the Grand Final. Ladder positions will be separated (i) by premiership points. Where teams are equal on premiership points after Round 9 at the end of home and away rounds, the following criteria will be used to separate ladder positions: (ii) by who won the home and away match (head-to-head). Where teams placed first, second or third on the ladder cannot be separated by (i) or (ii), a calculation (iii) will be used to determine who has superior percentage from matches involving these teams. If this fails to separate, the team who is immediately below on the ladder will be included in the calculation. If that fails, the calculation will include the next team down the rung (and so on) until a separation is achieved.

Where teams placed second, third (or below) cannot be separated by (i) or (ii), the third calculation (iii) will include matches played against the team who is immediately above on the ladder. If that fails to separate, the calculation will include the next team above (and so on). Where there are no more teams above, the calculation will include the team immediately below on the ladder (and so on) until a separation is achieved.

In the event of a draw in a semi-final, a maximum of two extra five-minute periods shall be played to resolve the tie. 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.

Should scores remain tied at the end of the second period of overtime, the team that finished highest on the ladder after the home and away season (and where necessary according to the above criteria) maintains that place for the round of Finals.

Semi Final venues and start time will be set by the teams who finished first and second on the ladder. Generally, this should follow the start time allocated to matches by this school for the Home & Away rounds, unless an alternative time and day is mutually agreed upon by the participating schools.

NOTE: School's hosting a semi final are to assume full Home match responsibilities (match balls and relevant equipment, payment of referees (post-match via invoice), first aid, after match catering etc. and shared score bench attendants as per (b) above) i.e. the 'Away' team will continue to provide one score bench attendant, as per the Home & Away season.

In the event of a draw (including adverse weather) in a semi final, **no extra time will be played**, nor will the game be replayed. The team who finished highest on the ladder at the end of the Home and Away season will be declared the winner.

(l) **GRAND FINAL** (Round 11): On the following week, the two teams who won their Semi Final will contest the Grand Final to decide the Premiership. The venue and start time will be set by the team finishing highest on the ladder (who will be the host school). Generally, this should follow the start time allocated to matches by this school for the Home & Away rounds, unless an alternative time and day is mutually agreed upon by the participating schools.
In the event of a draw (including adverse weather) in the Grand final, a maximum of two extra five-minute periods shall be played to resolve the tie. 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.

Should scores remain tied at the end of the second period of overtime, The team finishing with the most premiership points at the end of the Home and Away season will be declared the winner. Where both teams are equal on premiership points, the premiership/position on the ladder will be shared.

NOTE: The school hosting the Grand final is to assume full Home match responsibilities (match balls and relevant equipment, payment of referees (included in season invoice), first aid, after match catering etc. Score bench attendants as per (e) above to be neutral, sourced externally eg. Basketball Victoria.

(m) All schools should be familiar with, and where appropriate, follow the contents of the **Adverse Weather Policy.**

FIRSTS RESULTS

Providing electronic scoring via Play HQ has been possible, final results are not required to be reported once the match has concluded.
Where electronic scoring has been unsuccessful, it is the responsibility of the Coach / TM of the **HOME** team to provide the Firsts Basketball results to AGSV General Manager - Competitions on 0400 556 801 (SMS) by **3.00pm on Saturday**.

MATCH REPORT to be submitted at the completion of each match

COACH'S feedback on 1sts REFEREES (3PO) - https://form.jotform.com/231848145989877

ASSOCIATED GRAMMAR SCHOOLS OF VICTORIA

Basketball Regulations

GUIDE TO ELECTRONIC SCORING (BOYS FIRSTS COMPETITION ONLY)

RED denotes amendments from previous season

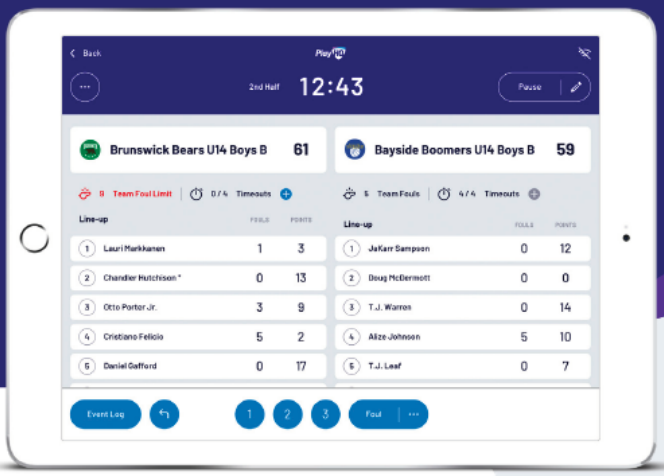
ASSOCIATED GRAMMAR SCHOOLS OF VICTORIA

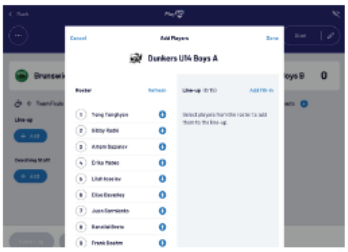
Basketball Regulations

PlayHQ

Electronic Scoring Guide

UPDATED: JANUARY 2020



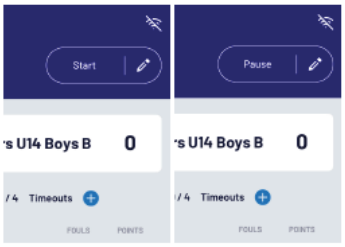


Managing the lineup

Select + Add or Edit on a team to bring up the lineup editor.

Click on ⊕ or ⊖ to move players in and out of the lineup.

To add a fill-in, click **ADD FILL-IN** and provide required player information.

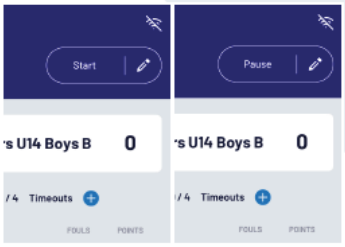


Managing coaches

Select + Add or Edit on a team to bring up the coaching staff editor.

Remove existing coaches by clicking ⊖ and then either add in another by clicking ⊕ next to their name on the left hand side.

To add a fill-in, click **ADD FILL-IN** and provide required information.

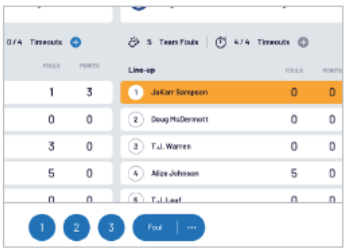


Editing the clock & starting periods

Click **START** to kick-off the next period. The clock will automatically begin counting down. The current period will show next to the clock.

Edit the clock by clicking the ✎ icon.

When the clock has run down the period will automatically end.



Adding scores and fouls

Scores/fouls can be added by:

- Clicking on a player or team, then selecting the score/foul type, OR
- Clicking on the score/foul type, then selecting a player or team.

Click on the ••• to show advanced fouls.



Undo and event log

Click on **EVENT LOG** to view a full history of the games events.

Click on the ↩ to undo the last score or foul made.



Finalising a game

Click on the menu on the top left of screen, and select **END GAME**.

Forfeits and abandonments can be selected here also if required.

Please note that a referee will be required to finalise a game.

RED denotes amendments from previous season

ASSOCIATED GRAMMAR SCHOOLS OF VICTORIA

Basketball Regulations

ALL COMPETITION BELOW FIRSTS (OPEN & YEAR LEVEL)

i. Where possible, allow at least 50 minutes per game for 2 x 20 minute halves with intervals. The option to use a 24 second shot clock exists in Open B and 10A matches.

ii. **Referees:** It is the responsibility of the Home school to supply two (2) appropriately qualified referees for every year level match.

iii. Home Schools are required to supply an approved leather basketball (sizes below), time clock and display panel, directional arrow and score sheets for all Year Level games. Prior to the start of a season, the AGSV office will provide schools with an official score sheet to use

iv. Ball sizes:
- All matches Year 8 and above: Size 7 ball to be used
- All Year 7 matches (term 1): Size 6 ball to be used

v. **Scoring**: an official AGSV score sheet will be provided to use by the Home school. Players' names, initials and numbers are to be shown on this official score sheet prior to the start of the game.

vi. **Scorers**: two required (one from each team): x1 written score sheet, x1 score panel attendant.

Scorers - Open B and 10A if shot clock is being used: three required (two for Home team, one from Away team): x1 written score sheet, x1 score panel attendant, x1 shot clock operator.

vii. **No Zone defence procedure** (Year 7 - Term 1)

Teams playing in Year 7 competitions are not permitted to play a 'zone' defence. Coaches are to instruct their team they must play 'Man to Man' defence using correct 'Man to Man' defensive principles. Where a coach hasn't obviously instructed their team to play a zone, but their team is playing a zone despite their instructions, the coach is responsible for ensuring their team plays 'Man to Man' defence. There are no excuses - the coach is to remove any offending player/s from the court if they are not playing correct 'Man to Man' defence.

The following examples constitute a zone defence:

• One or more players are not in acceptable 'Man to Man' defensive position in relation to the player they are guarding or the player with the ball

• A cutter moves all the way through the key and was not defended using acceptable 'Man to Man' defensive techniques

• Following a trap, or help and recover situation, the team makes no attempt to re-establish correct 'Man to Man' defensive positioning

• The team zone pressed and did not assume 'Man to Man' defensive positioning once the ball had been advanced into the half court.

TIMES WHEN THE RULE DOESN'T APPLY

• If a team has 4 players on the court, they may play a zone

• If a team has only 5 players suited up, they can play a zone in the first half and must play man to man in the second half.

ALLEGED ZONE BEING PLAYED

Director of Sport to raise the issue with the Director of Sport from the opposing school.

viii. One time out per team per half is permitted (clock does not stop). During the final minute of the match, the clock will stop on all whistles and for any time outs.

ix. Year level teams arriving late or having fewer than four players at start time will not incur a point per minute penalty. Where possible, games times are to be amended to play for the remaining time allotted.

x. **Mercy Rule**

Once a team achieves a 30 point lead it may no longer apply a full-court press. Players must resume behind the defensive half of the court following each score made.

xi. Players must wear complete uniforms. School singlets and shorts must all be of the same design. Recognised numbers must be clearly visible on front and rear of playing singlets (20cm on rear) and (10cm on front). A two-point penalty may be applied for each breach. It is the responsibility of the coach whose player is incorrectly dressed to approach the opposing coach before the game to apply the sanctions. Numbers 1-99 and 00 are permitted for use.

xii. A player may only play one game per morning, unless there is agreement to the contrary between the opposing coaches. Any such player/s must leave the court if / when the missing player/s arrive.

xiii. Any player whose name/number is taken by a referee will be referred to his / her School authorities for further action

xiv. All schools should be familiar with, and where appropriate, follow the contents of the **Adverse Weather Policy.**

REFEREES CODE OF CONDUCT

1) Referees are expected to be aware of and adhere to rules specific to the AGSV competition.

2) Referees are required to be aware of and comply with AGSV Child Safety standards.

3) Referees must wear correct uniform (track suit tops to be removed).

4) Referees to arrive no later than 10 minutes prior to their first game.

5) Matches must not start early unless by agreement with both coaches. The clock does not to start until there is clear possession after the jump ball to start the match.

6) If a game has gone longer than scheduled, the following games should not be shortened.

NOTE:
All referees for Firsts matches will be arranged and allocated as per c) of Regulations.