



*Team officials are advised to read thoroughly the following rules and to make sure that their Coaches are thoroughly conversant with the rules.
Australian Basketball Federation Official Rules shall apply unless otherwise provided for in these Bylaws.*

ELIGIBILITY

- A junior player, to be eligible, MUST be under 8, 10, 12, 14, 16 or 18 years of age up to and including 31/12/22.
- To be eligible for finals, a player must play in two games or more for the team which is participating in the finals.
- No player is allowed to play in more than one team in any given age group.
 - The first team a player plays for will be deemed to be the player's team for the Carnival.
 - The penalty for the infringement of this rule shall be the forfeiture of the match.
 - Exemptions may be granted in certain circumstances by the Carnival Director.
- Under 8's (mixed boys & girls)
 - No player registered to play District Basketball is eligible to play in the Bearcats Midyear Carnival U8's competition.
 - There is no requirement for a certain number of either boys or girls that need to be on the court at any one time.

SCORESHEET

- A team official must ensure their team's score sheet is completed correctly at least ten minutes prior to scheduled starting times. This must be done at the Control point of each venue that each game is played at.
- Each team must provide a competent scorer for each game in which that team plays. The penalty for infringement of this rule is five points awarded to the opponent's score at the time the infringement occurs.
- A player not present and ready to play must have his/her name deleted from the score sheet at the start of the second half of the game. Should such a player arrive during the game his/her name may be added to the score sheet by the umpire.
- Any team not present on the court at the scheduled starting time shall be penalized one point for each minute or part of that the team is late. Any team more than eight minutes late shall forfeit the match. Forfeits shall count as 20-0 loss to the team forfeiting and a 20-0 win to the opposing team.

COLOUR CLASH

- In the case of a colour clash team B shall change uniforms or wear bibs.

JUMP BALL

- PLEASE NOTE - UPDATED CARNIVAL RULE: A Jump Ball will only take place at the beginning of each game, the possession arrow will decide any jump ball that a referee calls for the remainder of the game.

3 POINT RULE

- The 3 (three) point rule will apply to the U14's age group and above.

ZONE DEFENCE

- Zone Defence is not permitted in U8's, U10's, U12's & U14's age groups. If you believe the other team is playing a zone, please report the team to the court supervisor. The punishment for playing a zone is a technical foul charged to the bench.

MERCY RULE

- As this is a development carnival a mercy rule shall be enforced in age groups Under 8's, 10's, 12's & 14's.
- Under 8's to 12's - 20 points
- Under 14's – 30 points.
- When the mercy rule is enforced the team shall run 'man defence' behind their own 3 point line.

DISQUALIFICATION OF COACH

- If a coach is disqualified from a game, the disqualification will be reviewed by the Games Commissioner and the Bearcat's Carnival Committee.

POINTS

- Premiership points shall be 2 points (win) & 1 Point (loss).
- For teams finishing on equal points, the result of the game between those teams will be the deciding factor. If three teams or more tie on games, the position shall be determined by winning and losing margins between those 3 teams only. (Points for — (Points For / Points Against)* 100).

TIMING FOR ALL MINOR ROUND GAMES WILL BE AS FOLLOWS

- 4 x 8 mins Quarters – running clock
- 4th team foul is shooting
- 1 min between 1st and 2nd quarters and the 3rd and 4th quarter
- 2 mins between 2nd and 3rd quarter
- 1 time out per quarter per team
- Clock stops for all time outs
- No subs in the last 1 min of the 1st, 2nd and 3rd quarter
- In the last 2 mins of the 4th quarter the game will be fully timed (clock stops for every whistle and time outs [clock will stop at the 2 minute mark even if call is made beforehand])
- If a team is losing by more than 20 points at the 2 minute mark then the clock will not stop
- In the case of a draw an extra period of fully timed 2 minutes will be played (no time outs, team fouls shall stand). This will take place after a 1 minute break.

TIMING FOR ALL FINALS GAMES WILL BE AS FOLLOWS

- In case of a draw in a Semi-final an extra period of fully timed 2 minutes will be played (only one time out per team, team fouls shall stand).
- In case of a draw in a Grand Final an extra period of 4 minutes will be played. The first 2 minutes will be running clock, the last 2 minutes will be fully timed (only one time out per team, team fouls shall stand).