

Basic Rules for Junior High

Basic Rules

- Games are 15 minutes each way; running clock.
- Teams to be ready **10 minutes** before game due to start.
- When the game is due to start teams have one minute to have five players on court in correct uniform; if not, the court controller will deem the game defaulted. The clock will not be reset.
- Players must be enrolled at the school in which they are playing for. *Permission may be granted where an individual player/s from a school with no team wants to join another school's team. A written request must be made through the SBA office before the close of entries.*
- Once a player has played **three games** in a higher grade, that player must remain in the higher grade.
- **There will only be one time out (50 seconds) in each half shared by both teams (first in). The clock will stop while the time out is being taken. After 50 seconds teams must return to the court to play.**
- **No subs are to be made in the last minute of each half.**
- Once the game clock starts, teams have one minute to have five players on the court in correct uniform otherwise it will be deemed a default game. This will be at the discretion of the court controller. The clock will not be reset.
- Only those players listed on the score sheet will be eligible to play.
- Score sheets must be correctly filled out; any alterations to the pre-printed team lists must be clearly outlined on the back of the score sheet.
- Coaches of the winning team must sign the score sheet as confirmation of the result.
- ***Jump Balls:*** There is only one jump ball at the start of the game. From then on, every time there is a tie ball situation, possession of the ball alternates.
- **Teams are to play a man to man defence - zones are not permitted. All other grades must retire to the three point line when the ball is inbound in the back court for any reason.**
- All supporters are to be kept off team benches and must sit in spectator seating. **The team benches are strictly for players, coaches and managers only.**
- There will be zero tolerance regarding bad behaviour towards referees.

Fouls

- **Shooting Foul for a Missed Basket:** A foul on a shooting player results in one bonus point and possession of the ball (to the team that was fouled – so they get the point and the ball) on the sideline or baseline closest to where the foul was committed.
- **Shooting Foul for a Successful Basket:** A foul on a shooting player that makes the basket results in the points for the basket being awarded plus one point for the foul. The other team inbounds the ball from the baseline.
- **After seven team fouls have been called in one half of the game, one point will be awarded for each subsequent foul and the offensive team will regain possession from the nearest point to where the foul occurred.**