



2023-24 KARRATHA BASKETBALL ASSOCIATION - MODIFIED RULES

	U8	U10	U12	U14	U16/18									
Philosophy	Having fun Skill development Learning rules Team work	Having fun Skill development Learning rules Team work	Having fun Skill development Learning Rules Team work Competition	Having fun Skill development Learning Rules Team work Competition	Having fun Skill development Learning Rules Team work Competition									
Coaching	Coaches allowed on court to provide direction and coaching but MUST not interfere with games in any way	Coaches to remain on the sideline but can move up and down court to provide direction and coaching	Coaches to remain on the sideline and to remain in designated coaching area	Coaches to remain on the sideline and to remain in designated coaching area	Coaches to remain on the sideline and to remain in designated coaching area									
Game Duration and scoring	2x20 minute halves running clock Each team to provide a parent/coach/before game can commence KBA Junior Orange Shirt Referees - <u>who are learning</u> . Coaches to have whistles and assist referees No scoring to be recorded / No Finals	2x20 minute halves running clock Each team to provide a coach & scorer before game can 3 minute half-time	2x20 minute halves running clock Each team to provide a coach & scorer before game can 3 minute half-time	2x20 minute halves running clock Each team to provide a coach & scorer before game can 3 minute half-time	2x20 minute halves running clock Each team to provide a coach & scorer before game can 3 minute half-time									
Ball Size	Girls & Boys Size 4	Girls & Boys Size 5	Girls & Boys Size 5	Girls & Boys Size 6	Girls Size 6 & Boys Size 7									
Ring Height	2.6M (lowered)	2.6M (lowered)	3.05M FIBA Height	3.05M FIBA Height	3.05M FIBA Height									
Free Throws	From the closest hash mark extended to free throw line	From the closest hash mark extended to free throw line	Free throw line	Free throw line	Free throw line									
Defence	One on one - NO ZONE / No double teaming Can NOT form a 'wall' at half court No stealing ball when in offensive players hands Defence to commence from half court	Half Court 1 on 1 - NO ZONE ** No double teaming Players can steal	1 on 1 - NO ZONE IN OFFENSIVE TEAM FRONT COURT ** Double teaming allowed Players can steal	1 on 1 - NO ZONE IN OFFENSIVE TEAM FRONT COURT ** Double teaming allowed Players can steal	FIBA Rules Zone permissible									
Mercy Rule	N/A Retreat to 3 point line in defence if opposing team is struggling to score - NO intercepts. Hands up defence	20 points Score table to communicate to referee Winning team retreat to 3pt line in defence - NO steals	20 points Score table to communicate to referee Winning team to retreat to half court line in defence	20 points Score table to communicate to referee Winning team to retreat to half court line in defence	N/A									
Support by Officials	Talk and guide players to help them avoid an illegal action Explain calls	Talk and guide players to help them avoid an illegal action Explain calls	Talk and guide players to help them avoid an illegal action Communicate as needed	Talk and guide players to help them avoid an illegal action Communicate as needed	Talk and guide players to help them avoid an illegal action Communicate as needed									
Travel Calls	Give latitude to players Allow some steps when coming to a stop	FIBA Rules	FIBA Rules	FIBA Rules	FIBA Rules									
Substitution/ Time-outs	FIBA Rules Ability for rolling substitutions, however use subs as per normal rules if possible.	FIBA Rules No time out in last 3 minutes of 2nd half 2 time-outs per half	FIBA Rules No time out in last 3 minutes of 2nd half 2 time-outs per half	FIBA Rules No time out in last 3 minutes of 2nd half 2 time-outs per half	FIBA Rules No time out in last 3 minutes of 2nd half 2 time-outs per half									
3 Second Rule	5 seconds in keyway	5 seconds in keyway	FIBA Rules (3 seconds)	FIBA Rules (3 seconds)	FIBA Rules (3 seconds)									
Fouls	No personal fouls counted Official to explain the call. If shooting will be awarded 2 free throws	FIBA Rules In any half, penalty of 2 free throws applies for the 8th and subsequent fouls	FIBA Rules In any half, penalty of 2 free throws applies for the 8th and subsequent fouls	FIBA Rules In any half, penalty of 2 free throws applies for the 8th and subsequent fouls	FIBA Rules In any half, penalty of 2 free throws applies for the 8th and subsequent fouls									
Late Start Penalty	None	2 point per <u>whole</u> minute late Forfeit at 10 minutes	2 point per <u>whole</u> minute late Forfeit at 10 minutes	2 point per <u>whole</u> minute late Forfeit at 10 minutes	2 point per <u>whole</u> minute late Forfeit at 10 minutes									
Offence	Encourage 5 bounces when dribbling - then pass/shoot	No screening allowed	FIBA Rules	FIBA Rules	FIBA Rules									
REQUIREMENTS for ALL Players	<ul style="list-style-type: none"> Only registered members can participate. All players must be entered on the iPad scoresheet before taking the court. If not, it will be deemed in a forfeit. No player can enter the game after half time, unless they have been present in the team bench area and already listed on the scoresheet. Fill-In players not on electronic scoresheet at commencement of game are required to wait until a stop in the game or until half time to manually enter details. <p>* please see By-Laws for further clarification</p> <p>* Karratha Basketball Association have a ZERO Tolerance Policy on abusive behaviour from any player, official or spectator.</p>	<p>Round Games</p> <ul style="list-style-type: none"> 4 eligible players required to start. An eligible player from the same club may fill in for a higher competition or division as per Guide For Junior (Fill-In) Players Table. Players are ONLY allowed to play up to make a maximum of 7 players in line with Heat Policy. Maximum of 3 games playing up. Only eligible to play FINALS in one division, unless dispensation is sought and approved by KBA Committee. <p>Finals</p> <ul style="list-style-type: none"> 5 players to start any Finals game. No fill-in players allowed. Must be an eligible player to take the court (played 1/3 of season games). 	<p>If you require any clarification on any rule, please ensure you allow enough time before your game to ask a KBA Committee member, Games Controller or Comps Manager</p> <table border="1" style="width: 100%;"> <thead> <tr> <th>DIV 1</th> <th>DIV 2</th> <th>DIV 3</th> </tr> </thead> <tbody> <tr> <td>Option 1: Pull from a lower division in same age group</td> <td>Option 1: Pull from a lower division in same age group</td> <td>Option 1: Pull from Division 2/3 team in age group lower</td> </tr> <tr> <td>Option 2: Pull from Division 1 team in age group lower</td> <td>Option 2: Pull from Division 2 team in age group lower</td> <td><i>U8's can be utilised for Division 2/3 in Under 10's competition if required</i></td> </tr> </tbody> </table> <p><i>Please note players may only fill in for one team in the Division/Age Group above. They can only fill-in for a maximum of 3 games. If a 4th game is played, they must stay in that team.</i></p>			DIV 1	DIV 2	DIV 3	Option 1: Pull from a lower division in same age group	Option 1: Pull from a lower division in same age group	Option 1: Pull from Division 2/3 team in age group lower	Option 2: Pull from Division 1 team in age group lower	Option 2: Pull from Division 2 team in age group lower	<i>U8's can be utilised for Division 2/3 in Under 10's competition if required</i>
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** If Zone Defence is played: Referees shall issue a warning to the offending team upon instruction from the Zone Buster. A technical foul is issued for subsequent breaches, recorded on the electronic scoring device or scoresheet against the coach followed by the required penalty.