LARRATA	2024-25 KARRATHA BASKETBALL ASSOCIATION - MODIFIED RULES					
RAFRAN ASSOCIATION	U8	U10	U12		U14	U16/18
	Having fun Skill development Learning rules Team work	Skill development Learning rules Team work	Having fun Skill develop Learning Ru Team work Competition	opment Rules k	1	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	Coaches to	o remain on the sideline and to remain in	Coaches to remain on the sideline and to remain in	Coaches to remain on the sideline and to remain in designated coaching area
Game Duration and scoring	Each team to provide a parent/coach/before game can	Each team to provide a coach & scorer before game can	1	n to provide a coach & scorer before game can	Each team to provide a coach & scorer before game can	2x20 minute halves running clock Each team to provide a coach & scorer before game can 3 minute half-time
	Girls & Boys Size 4	Girls & Boys Size 5	Girls & Boys	ys Size 5	Girls & Boys Size 6	Girls Size 6 & Boys Size 7
Ring Height	2.6M (lowered)	·	3.05M FIBA	•	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		No double teaming	1	aming allowed	* 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	Score table to communicate to referee Winning team retreat to 3pt line in defence - NO steals	1	e to communicate to referee eam to retreat to half court line in defence	Score table to communicate to referee Winning team to retreat to half court line in defence	N/A
I SUDDOLL DV	Talk and guide players to help them avoid an illegal action Explain calls	n Talk and guide players to help them avoid an illegal action	action			Talk and guide players to help them avoid an illegal action Communicate as needed
	Give latitude to players Allow some steps when coming to a stop	FIBA Rules	FIBA Rules		FIBA Rules	FIBA Rules
Time-outs	·	No time out in last 3 minutes of 2nd half 2 time-outs per half	2 time-outs	ut in last 3 minutes of 2nd half ts per half	2 time-outs per half	FIBA Rules No time out in last 3 minutes of 2nd half 2 time-outs per half
	5 seconds in keyway				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	In any half, penalty of 2 free throws applies for the 8th	FIBA Rules In any half, and subsequ	f, penalty of 2 free throws applies for the 8th	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	None	· · · 	1 ' '		2 point per <u>whole</u> minute late	2 point per <u>whole</u> minute late
Penalty	4		Forfeit at 10		Forfeit at 10 minutes	Forfeit at 10 minutes
Offence			FIBA Rules		FIBA Rules	FIBA Rules
	• Only registered members can participate. All players must be entered on the iPad scoresheet before taking the	Round Games • • 4 eligible players required to start	if roc	desification on any rule, placed oncur.	We are the fore your game to ask a VPA	Controlor or Compe Manager
	court. If not, it will be deemed in a forfeit.	 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 				Committee member, Games Controler or Comps Manager
		(Fill-In) Players Table.	J'	DIV 1	DIV 2	DIV 3
	they have been present in the team bench area and	Players are ONLY allowed to play up to make a maximum of 7 players in line with Heat Policy.		Option 1: Pull from a lower division in		Option 1: Pull from Division 2/3 team in

DIV 1	DIV 2	DIV 3
Option 1:	Option 1:	Option 1:
Pull from a lower division in	Pull from a lower division in	Pull from Division 2/3 team in
same age group	same age group	age group lower
Option 2:	Option 2:	U8's can be utilised for
Pull from Division 1 team in	Pull from Division 2 team in	Division 2/3 in Under 10's
age group lower	age group lower	competition if required

• Maximum of 3 games playing up.

• 5 players to start any Finals game.

commencement of game are required to wait until a stop dispensation is sought and approved by KBA Committee.

* Karratha Basketball Association have a ZERO Tolerance take the court (played 1/3 of season games).

<u>Finals</u>

• Only eligible to play FINALS in one division, unless

• No fill-in players allowed. Must be an eligible player to

REQUIREMENTS

for ALL

Players

• Fill-In players not on electronic scoresheet at

* please see By-Laws for further clarification

spectator.

in the game or until half time to manually enter details.

Policy on abusive behaviour from any player, official or

^{**} 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.