



Basketball

All participants must wear their SYG wristband when playing, and show it to the umpires, officials and Sports Coordinators when requested.

GRADE

Open A
Open B
Open C
Ladies' C
Under 18

FORMAT

- Round robin competition followed by knockout finals
- For all sections, 5 players allowed on court, plus substitutions
- Each team to provide one scorer / time keeper. Play will not commence until both scorers in place.

UNIFORMS AND EQUIPMENT

- Uniforms must be numbered and of like kind and colour. If necessary, this can be your team t-shirt (if you have one), with a number taped on. If uniforms are not numbered, players will have numbers drawn on them by an official
- Basketballs will be provided

UMPIRES

- Professional umpires are appointed to officiate in all matches.

FINALS

- All finals will be played at the end of each session following the round robin.

State Youth Games is presented by Youth Vision Victoria

To ensure SYG participants are adequately covered in the event of a personal or sporting related accident it is strongly recommended that participating groups or individual participants arrange personal accident insurance. It is the responsibility of the group co-ordinator to ensure this is communicated to SYG participants associated with their groups.



RULES

- Five players from each team may be on the court at one time. Substitutions are unlimited but can only be done when play is stopped.
- The ball may be advanced toward the basket by being shot, passed between players, thrown, tapped, rolled or dribbled (bouncing the ball while running).
- The ball must stay within the court; the last team to touch the ball before it travels out of bounds forfeits possession.
- The ball-handler may not step with both feet without dribbling, an infraction known as traveling, nor dribble with both hands or hold the ball and resume dribbling, a violation called double dribbling. Any part of the player's hand cannot be directly under the ball while dribbling; doing so is known as carrying the ball. A team, once having established ball control in the front half of their court, may not return the ball to the backcourt and be the first to touch it. The ball may not be kicked, nor be struck with the fist. A violation of these rules results in loss of possession, or, if committed by the defense, a reset of the shot clock.
- There are limits imposed on the time taken before progressing the ball past halfway, before attempting a shot, holding the ball while closely guarded (5 seconds), and remaining in the restricted area known as the free-throw lane, (or the "key") (3 seconds). These rules are designed to promote more offense.
- No player may touch the ball on its downward trajectory to the basket, unless it is obvious that the ball has no chance of entering the basket (goaltending). In addition, no player may touch the ball while it is on or in the basket; when any part of the ball is in the spacious cylinder above the basket (the area extended upwards from the basket); or when the ball is outside the cylinder, if the player reaches through the basket and touches it. This violation is known as "basket interference". If a defensive player goaltends or commits basket interference, the basket is awarded and the offending team gets the ball. If a teammate of the player shooting goaltends or commits interference, the basket is cancelled and play continues with the defensive team being given possession.
- An attempt to unfairly disadvantage an opponent through physical contact is illegal and is called a foul. These are most commonly committed by defensive players; however, they can be committed by offensive players as well. Players who are fouled either receive the ball to pass inbounds again, or receive one or more free throws if they are fouled in the act of shooting, depending on whether the shot was successful. One point is awarded for making a free throw, which is attempted from a line 15 feet (4.6 m) from the basket.

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- The referee may use discretion in calling fouls (for example, by considering whether an unfair advantage was gained), sometimes making fouls controversial calls or no-calls.
- If a team exceeds a certain limit of team fouls in a given period (quarter or half) the opposing team is awarded one or two free throws on all subsequent non-shooting fouls for that period, the number depending on the section.
- When a team shoots foul shots, the opponents may not interfere with the shooter, nor may they try to regain possession until the last or potentially last free throw is in the air.
- After a team has committed a specified number of fouls, it is said to be "in the penalty". On scoreboards, this is usually signified with an indicator light reading "Bonus" or "Penalty" with an illuminated directional arrow indicating that team is to receive free throws when fouled by the opposing team. (Some scoreboards also indicate the number of fouls committed.)
- If a team misses the first shot of a two-shot situation, the opposing team must wait for the completion of the second shot before attempting to reclaim possession of the ball and continuing play.
- If a player is fouled while attempting a shot and the shot is unsuccessful, the player is awarded a number of free throws equal to the value of the attempted shot. A player fouled while attempting a regular two-point shot, then, receives two shots. A player fouled while attempting a three-point shot, on the other hand, receives three shots.
- If a player is fouled while attempting a shot and the shot is successful, typically the player will be awarded one additional free throw for one point. In combination with a regular shot, this is called a "three-point play" or "four-point play" (or more colloquially, an "and one") because of the basket made at the time of the foul (2 or 3 points) and the additional free throw (1 point).

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BASKETBALL SCORING GUIDE

MAINTAINING THE RUNNING SCORE

RUNNING SCORE			
A	B	A	B
	1	1	
5	2	2	4
	3	3	
6	4	4	4
	5	5	
5	6	6	4
11	7		
	8	8	11
	9	9	12
7	10	10	
	11	11	
5	12	12	
	13	13	
	14	14	
5	15	15	

Only record made baskets

Make sure you record Team A score in the A column and Team B in the B column

Record the player singlet number in the outside column

Mark the 'running score' box with the following symbols:

- 1 made free throw
- 2 points scored
- 3 points scored

Only mark the box for the final running score, NOT each box

At half time, put a single line below the score

At full time put a double line below the score and print your name in the place provided.

MAKE SURE YOU RECORD THE CORRECT TEAMS SCORE IN THE CORRECT COLUMN

MAINTAINING PLAYER AND TEAM FOULS

Team	Knoxfield C of C							
	A	Team Fouls						
		First Half	1	2	3	4	5	6
	Second Half	1	2	3	4	5	6	7

NAME OF PLAYERS	Player No.	Fouls				
		1	2	3	4	5
BILL SMITH	22	/	/			
BRIAN BROWN	7					
JAMES HIRD	5	/				
SEAN WELLMAN	6	/				
DAMIEN HARDWICK	11	/	/			
ANDY STEELE	41					
MATTHEW LLOYD	18					

Player Fouls

All fouls recorded by marking the box of the offending player

Team Fouls

All player fouls must also be recorded against the team by progressively marking the boxes to a maximum of 7 per half.