

**Easts Basketball
Junior Basketball Rules & By Laws
V6.0
05/12/2025**

*easts
basketball
league*

General rules ALL JUNIOR AGE GROUPS

1. Fair Play rules & EBL Ethos:

EBL strongly believes in fostering the development of its members, coaches, officials, parents and players. It is expected that everyone involved with EBL will uphold the Fair Play Policies & our ethos.

As we are involved with the development of young players, EBL wants everyone's experience with the league to be positive. Our emphasis is on development and fun. It is important that we all have a clear understanding of what Fair Play is, and that we work together toward common Fair Play goals.

The Ideals of Fair Play as identified by EBL are:

(a) RESPECT Each other & Maintain Self Control

PLAYERS - This goes for players & parents alike. On the court respect for each other is somewhat of a given. Shaking hands before and after the game is only a small thing but helps. Name calling, bullying etc will not be tolerated.

PARENTS - If spectators and family members are getting out of hand on the sideline, chances are our children will also follow the lead. All our teams are a part of the community, so let's ensure we respect everyone and treat them fairly. We don't want to stop people being passionate but it's more about reaching out and saying hi to the other team and remember they are just here like you to watch their kids have fun, develop new skills and meet new friends.

(b) RESPECT the Officials & Rules

EBL develop young officials. These officials are young boys & girls who are learning and need to be respected. Yelling at referees for calls can really effect these young officials, some don't want to work in this environment and don't come back to work. We do acknowledge that they don't always get the calls right, but our Head of Officials is constantly working with them to develop their skills.

If you have an issue with an official or another player, approach the Score bench and ask to speak to a court supervisor BEFORE it gets out of hand to let them know. Do not approach or yell at other kids, parents, officials or coaches.

(c) NOT WIN AT ALL COSTS

Everyone's main goal should be developing the kid's minds & bodies with skills development and respect. In team sport they will experience winning and losing, which helps kids learn to work hard to achieve their goals. There is no greater feeling than winning, but it cannot get out of hand. We need to remind ourselves that we are all a part of a larger team and need

to ensure we are humble in winning and losing. Equal game time and not playing your best player the whole game is encouraged.

2. Uniforms:

Teams need matching coloured, numbered singlets to play, its advised before ordering your teams singlets to email info@easttbl.com.au to confirm your team colours and we will make sure there is no one else in the league with similar colours.

Black or dark blue basketball shorts are to be worn if team does not have matching team shorts, females are also permitted to wear black compression stockings, eg: skins.

If your team does not have singlets, get in contact so we can provide you with temporary player bibs.

A club/organization with multiple teams in the same competition/grade is responsible of providing jerseys with different colours for each of their teams.

3. Points, finals and ladder

Type	Points	Notes
Win	3 points	
BYE	1 Point	
Draw	1 Point	
Forfeit	0 points	Notified over 24 hours before game

Competition Placings:

Placings will be determined by the total points awarded to each team, with the team holding the highest total points ranking first on the ladder.

Tie-Breaker (Two Teams):

If two teams are equal on points or percentage, the following tie-breaker procedure will be used:

1. The higher placing will be awarded to the team that won the head-to-head match between them.
2. If the teams have played each other more than once, the placing will be determined solely by the results of those games.
3. If the head-to-head record is tied, the final placing will be determined by the points for-and-against from only those games between the two teams.

Tie-Breaker (Three or More Teams)

If three or more teams finish equal, placings will be determined by the points for and against in games involving only those tied teams. If teams remain equal after this calculation, the overall points for and against across all games will be applied.

Finals Series Structure

The finals series structure will be set by the Competition Manager and provided to teams once nominations close and draws are finalized.

4. INJURIES:

If injury occurs please report it immediately to the Referee/court official on duty as you will need this to claim insurance cover at a later date.

5. BALL SIZE & RING HEIGHTS

AGE	HEIGHT	Ball Size
Learn to play	8 Foot	4 & 5
8s Boys & Girls	8 Foot	5
10s Boys & Girls	10 Foot	5
12 Boys and Mixed	10 Foot	6
12s Girls to Women's	10 Foot	6
14's Boys to Men's	10 Foot	7

6. Age ELIGIBILITY:

- Age cut off is December 31st of the playing year.
- Current age brackets are 8s, 10s, 12s, 14s, 16s and 18s.

Eg; If a player is 9 years old and they turn 10 up until December 31st of that playing year, the player would qualify for the under 10s. If they are 10 already and turn 11 that year, they would have to play in the under 12s division, as they do not qualify for the under 10s.

7. Players ELIGIBILITY:

(a) At the start of each game your team should have:

Minimum: 4 Players.

Maximum: 10 Players.

If there are fewer than 4 Players:

- Play cannot start.
- The score clock will commence and the team will be penalized two points per minute.
- If a team still doesn't have 4 or more players by the time 10 minutes has past, the game will be called a forfeit and the other team awarded the points.

(b) Fill ins – (Before round 3)

Are allowed until your teams are set - This allows teams that have pull outs, new members trialling and so forth. This does not mean you can grab the best player from another team to

substitute in, we are just using common sense to allow teams to get set. Must provide full names and DOB.

(c) Fill ins – (Round 3 onwards)

If you have a non EBL Member who would like to join your team permanently, you will need to contact EBL prior the game for approval.

- Players from other teams or from within your club, are not allowed at any time to fill in for your team.
- At the discretion of the opposite team, if your team has to forfeit we may allow your team to have fill ins to ensure a game is played. With the points being awarded to other team and the game just being seen as "*scratch match*".

(d) Finals

Players will need to have competed in at least 3 games to be eligible for finals.

8. FORFEITS:

(a) After two consecutive forfeits the team may be disqualified from the competition unless all monies are paid prior to the date of the next scheduled game.

(b) Teams that are disqualified shall forfeit all monies paid to Easts Basketball.

9. Delayed Games:

EBL leases our courts from a number of different venues, who have other tenants come in immediately after us. We schedule enough time to run games and to cover stoppages. If in the event we see an unforeseen amount of stoppages or reason why the games will be delayed or stopped, one of the following will occur;

Reduce minutes on games. This will be expressed before tip-off to ensure all teams are on a level playing fields.

10. General Rules for all junior competitions:

(a) JUMP BALLS

In accordance with FIBA, a jump ball is played at the beginning of the match, followed by alternating possession for the rest of the game. This will be regulated by the score bench by means of a possession arrow.

(b) SPORTSMANSHIP RULE

A team that is leading a junior game by 15 points or more must play defence only in the quarter court. If the margin goes below 15 points, they may extend their defence full court. Referees can enforce these rules, the onus should also be on the coaches to encourage fair play.

(c) NO SEMI CIRCLE

EBL does not recognise the semi-circle at this time.

(d) Time-Outs:

Timeouts are permitted by either team:

- After an official blows their whistle for any call.
- If a final free throw is successful.

Timeouts can only be called by the NON scoring team when any field goal is scored. The scoring team cannot have a timeout after a basket unless an official has stopped the game.

11. Photography Policy

(a) If the photo or video is to be uploaded to a public site (YouTube, Facebook etc.) express permission from individual child's parent/guardians before taking an image of a child that is not their own. They should also make sure the parent/guardian understands how the image will be used.

(b) If the photo or video is for personal use/ memento you will have to request permission to the opposition coach before the game starts advising that you will be filming and how regularly you intend on filming games or training.

(c) Images of children must not be used inappropriately or illegally.

(d) To respect people's privacy, we do not allow camera phones, videos and cameras to be used inside changing areas, showers and toilets.

(e) When using a photo of a child, EBL will not name or identify the child or publish personal information, such as residential address, email address or telephone number, without the consent of the parent/guardian. We will not provide information about a child's hobbies, interests, school or the like.

(f) EBL will only use images of children that are relevant to our sport and we will ensure that they are suitably clothed in a manner that promotes participation in the sport.

(g) Coaches who wish to video their own team's games or training for training purposes should also normally be allowed to do so. Again, the opposition should be informed. Parents of the coach's own team should be advised by the coach if it is intended to regularly video games or training and the reason for it.

(h) Referee coaches wishing to video games for training or evaluation purposes should advise the teams of their intentions prior to the game.

12. Rules for 8s

Timing:

- 30 minute game slots.
- Duration 2 x 15 minute halves.
- 1 minute interval at half time.

- Game clock starts on scheduled game time and immediately at the end of each half. We will not delay the start.
- Running clock, the clock only stops in the last 1 minute of the 2nd half for all whistles and made baskets if the points margin is no greater than 6.
- 1 timeout per team in the first half and 1 timeout per team in the 2nd half. These are not cumulative.
- Timeout cannot be taken in the last 1 minute of the 1st half.
- There will be no extra periods in the case of a drawn game unless it is a Final's game. Extra periods are 3 minutes until a result is achieved at the end of the extra period
- There is NO 24 second shot clock.
- Team fouls are set to 6 per half due to the shorter time.

13. Rules for 10s (Girls & Boys)

Timing:

- 40 minute game slots.
- Duration 2 x 20 minute periods.
- 1 minute interval at half time.
- Game clock starts on scheduled game time and immediately at the end of each interval and timeout.
- Running clock for first 39 minutes.
- Clock only stops in the last 1 minute of the 2nd half for all whistles and made baskets if the points margin is no greater than 6.
- Clock stops for all timeouts and starts immediately when the timeout expires.
- 1 timeout per team in the first half and 1 timeout per team in the second half. These are not cumulative.
- There will be no extra periods in the case of a drawn game unless it is a Final's game. Extra periods are 3 minutes until a result is achieved at the end of the extra period
- There is no 24 second shot clock.
- There are NO time violations for inbounding (5 seconds), offensive team in the key (3 seconds) or back court (8 seconds)

All other rules are in accordance with current FIBA rules.

13. Rules for 12s - 18s (Girls & Boys)

Timing:

- 40 minute game slots.
- Duration 2 x 20 minute periods.
- 1 minute interval at half time.
- Game clock starts on scheduled game time and immediately at the end of each interval and timeout.
- Running clock for first 39 minutes.
- Clock only stops in the last 1 minute of the 2nd half for all whistles and made baskets if the points margin is no greater than 6.
- Clock stops for all timeouts and starts immediately when the timeout expires.

- 1 timeout per team in the first half and 1 timeout per team in the second half
These are not cumulative.
- There will be no extra periods in the case of a drawn game unless it is a Final's game.
Extra periods are 3 minutes until a result is achieved at the end of the extra period
- There is no 24 second shot clock.
- There ARE time violations for inbounding (5 seconds), offensive team in the key (3 seconds) or back court (8 seconds)

14. Zone defense rules

As there is general acceptance that the consistent use of zone defences in the younger age groups adversely affects the development of both defensive and offensive skills in younger athletes the use of a zone defence is now banned for all teams in the following age groups.

Requirement: Teams in U8, U10, and U12 competitions must play man-to-man defense at all times. Trapping defenses are allowed, provided teams immediately return to man-to-man principles afterward.

Reporting a Violation: If a coach believes an opposing team is using a zone defense, they may request a ruling from the court supervisor or referee supervisor.

Penalties (If Confirmed by Supervisor/Official):

- 1st offense: Reminder to the coach
- 2nd offense: Official warning
- 3rd and subsequent offenses: Bench technical foul

Referees are not responsible for determining zone defense.

Absence of Supervisor:

If an Easts supervisor is not present (e.g., due to multiple venues), coaches are still responsible for ensuring their teams play correct man-to-man defense. In these cases, no penalties will be issued.

If a coach believes an opponent played zone defense in a game without a supervisor present, they may report it to the Association. Easts will make reasonable efforts to ensure a supervisor attends future games.

All other rules are in accordance with current FIBA rules.