

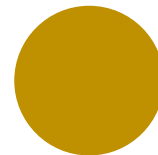


**PIONEERS**

# GSBL Competition Rules Summary

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SIGN UP INFORMATION



*Greater Springfield*  
BASKETBALL LEAGUE



# Competition Rules Summary

<b>Number of players required to start the game</b>	4 players
<b>Late Start</b>	1pt per team per full minute (given to opposing team Captain)
<b>Warm up</b>	3 minutes
<b>Game Timing</b>	4 x 10 minute quarters, 1 minute between quarters and 3 minutes at half time. <i>Pionettes will run with modified rules</i>
<b>Overtime</b> Jump ball to start over time	'Golden Point' - First team to score 2 pts or more wins the game. If a Team is fouled and at the foul line must make 2 consecutive free throws to win the game.
<b>Time-outs per team</b>	Two (2) time-outs in the first half and three (3) time-outs in the second half.
<b>Time-out duration</b>	50 seconds with a 10 second warning. Both teams ready to play after one (1) minute
<b>Substitutions</b>	Must be called via the score bench. Substitutes must be seated on the chairs by the score bench and can only enter the court when called in by the referee.





<b>Game Timing Rules</b>	<p>The game clock does not stop for match infringements in the 1st, 2nd and 3rd quarter. and there are no timeouts allowed in the last minute of the 1st, 2nd, and 3rd quarters. The game clock does not stop for the first (8) minutes of the 4th quarter. In the last (2) minutes of the 4th quarter the clock will stop for match infringements (i.e., on any referee's whistle).</p> <ul style="list-style-type: none"><li>- The game clock will also stop after a made basket in the last minute of the fourth (4th) quarter.</li><li>- The game clock shall restart when the ball touches a player on the court</li><li>- The game clock will stop for time outs in the final quarter of a game</li></ul>
<b>Disputes during game</b>	<p>Any disputes during the game regarding correct score, team/player fouls, the Head Coach or Captain must discuss with the referee immediately. At NO TIME are coaches, managers, players or spectators to discuss with the score bench personnel.</p>
<b>Fill-In players for a team in the same division and/or age group</b>	<p>No player is allowed to fill in for a team in the same division – PENALTY – the game is deemed a FORFEIT</p>





<b>Fill-In players for a team in a higher division and/or age group</b>	A fill-in player can participate in a higher division for a maximum of 3 games. They take the court in the fourth game they can no longer play in the lower division team anymore. Forfeits will be issued for any breach of this rule.
<b>Fill-In players for a team in a lower division and/or age group</b>	A player cannot 'play down' a division and/or Age Group without an exemption granted by the GSBA Management Committee
<b>Finals Eligibility</b>	Players must play a minimum of 70% of eligible games in a team to qualify to play finals for that team (rounded down)  Forfeit Wins and byes will be subtracted from the scheduled games played total.
<b>Team Playing Uniforms</b>  <b>Primary Club House colours:</b> <b>Weapons - Red</b> <b>Guardians - White</b> <b>TOA - Green</b>	The first named team in the draw (Team A) is to wear their primary uniform and the second named team (Team B) is to wear their alternate uniform when there is a clash.  Compression undergarments and knee pads are permitted, but T-shirts are not. No jewellery is allowed; piercings must be covered with tape.  All players must wear the correct uniform to be eligible to take the court. You can rent a playing singlet for \$15 on game day and return it afterward (if available). Please note that 5 points will be awarded to the opposing team for each incorrect garment worn.





<b>No Zone Rule</b>	<p>No zone defence is allowed in the 'Hoops Saturday' and Pionettes competition.</p> <ul style="list-style-type: none"><li>- First offence – A warning will be issued.</li><li>- Second offence – A technical foul will be charged against the Coach of the team that violates the No Zone Rule. This shall be recorded on the Scoresheet by entering a technical foul to the bench..</li><li>- Third Offence in any one game – The game will be forfeited.</li></ul>
<b>Mercy Rule (‘Hoops Saturday’ competition ONLY)</b>	<p>In the interest of Junior Basketball Development a Mercy Rule is to be invoked when the margin between the two teams in a game is 20 points.</p> <p>The Mercy Rule shall be an option open to the Coach of either team. Typically, the Coach whose team is losing shall approach the Coach whose team is leading and ask that the Mercy Rule be invoked. The Coach of the winning team <b>MUST</b> accept the request of the Coach of the losing team and abide by the rules of the Mercy Rule</p> <p>The team that is leading will allow the other team to advance the ball across the halfway line without hindrance by using whatever method the coach who is leading deems appropriate (passive defence, ¼ court defence etc.)</p>





<p><b>Score bench (Friday Hoops, Pionettes &amp; Saturday Hot Shots' competition ONLY)</b></p>	<p>Each team must supply a competent score bench official for each of their games. The score table will consist of a person to keep the scoring system and a person to control the game clock. \$10 fee to pay for a score bench on the day can be arranged at least 24 hours prior to game. Comps team must be advised via email by the ClubHouse Leaders</p> <p>If a team cannot provide a score bench official due to the rostered player parent being absent, the manager of the team will be required to fill this position. If the manager is unable to fill this position, then the coach must become the score bench official.</p> <p>If the coach is unable to fill this position and the team is then unable to provide the required score bench official, the game will be classified as a forfeit by the team unable to provide the bench official</p>
<p><b>Forfeits</b></p>	<p>Games will be recorded as a forfeit when any of the following occur and will result in the game being awarded to the opponents with a score of 20-0</p> <ul style="list-style-type: none"><li>- The team plays an ineligible player</li><li>- The team is unable to provide the required Score bench official</li><li>- The team does not have the required number of players to start the game before the first quarter expires. (4 original team players)</li></ul>

