

INFORMATION PACK

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Game Rules

- Game Duration: 2 x 20-minute halves with a 3-minute half-time break.
- Time Outs: Each team gets 2 time-outs per half.
- Competition Format: Mixed teams, played within school year groups.
- Game Commencement: Games may only begin when both teams have a minimum of 4 team-registered players on court for their specific team.
- Zone Defense: No restrictions on zone defense.
- Scorers: All teams must provide a competent scorer.
- Spectators: Spectators must refrain from sitting at the players' bench.
- The first team listed in the schedule is the home team.
- Home Bench: The home team will use the bench and warm up on the half-court to the left of the scorer's table (when facing the court from the scorer's perspective).
- Jump ball: Players in the centre circle must be facing the ring closest to their team bench.
- Year 3/4: Size 5 basketball.
- Year 5/6: Size 5 basketball.
- Year 7/8: Size 6 basketball.

• Year 9/10: Size 7 basketball.



Game day Locations

Peter Carnley

- Entry is via the back gate on Abingdon Crescent.
- Once entering the school grounds, turn immediately left and follow the road down to the indoor gymnasium.





Emmanuel

- Entry is via Kemp Road.
- Once through the gate, turn immediately left, follow the road up, and enter the first car park on the right.



Uniform

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Players are required to wear matching team uniforms approved by G League. Shorts must be plain black and free of pockets

Jewelry Policy: Strictly no jewelry allowed to avoid possible injuries.



Mouthguards: While mouthguards are not mandatory for participation in the G League competition, we strongly encourage players to wear them as a precautionary measure to help protect against dental and facial injuries during games.







Forfeits

Forfeits: Teams must notify G League of a forfeit at least 24 hours in advance to avoid a fine. Unnotified or illegal player forfeits will incur a \$50+GST fine. Teams subject to forfeiture penalties must pay the fine before their next scheduled game.

Eligible Players

Players must be registered with G League, able to prove their age, and present in the stadium and ready to play before the end of the first half. Ineligible players will result in a forfeit of the match.



Fill in players

- Teams with only 4 registered players (to that specific team) are entitled to use up to 2 fill-in players (equaling one substitution player).
- Teams with 5 registered players are entitled to use 1 fill-in player (equaling one substitution player).
- G League registered players for the current season do not require to pay a fill-in voucher.
- Non-G League players (including those from previous seasons) must pay the fill-in voucher via QR code before the commencement of the game.
- Fill-In Player Limit: Fill-in players are only entitled to play a total of 3 fill-in games per season.
- Fill in players are NOT classed as registered players.
- The fill-in fee is valid for one game per season only.

Illegal Players

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- Players who are not registered with the team and have not completed a fill-in voucher.
- Fill-in players who have exceeded the allowed limit of three games for the season.
- Players must arrive and be added to the score pad before the conclusion of the first half, or they will be considered an illegal player.
- Players participating under another individual's name.







- Grading Period: The first three rounds of the season will be used for grading to ensure fair games.
- Ladder Reset: After round 3, the ladder on PlayHQ will be reset.

Schedule

- Grading Rounds: For the first 3 weeks of grading, the ladder will be released week by week.
- Post-Grading Fixture: After grading, we will endeavor to release the remainder of the season fixture.
- Schedule Changes: Due to unforeseen circumstances, the schedule may require changes, but we will endeavor to limit these changes.

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Finals Eligibility



Finals Eligibility: To be eligible to play in the finals, you must have played a minimum of 6 games for the specific team.



Finals Eligibility:
Strictly no fill-in
players are
allowed to play in
the finals rounds.

Finals Structure

Win - 3 pts Loss - 1 pt Draw - 2 pts Bye - 2 pts Forfeit Win 3 pts 1.PTS 2. Percentage 3.H2H

Semi Finals

1 v 4 2 v 3

By - Laws

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Contact Information

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