



# Junior Club Competition Game Rules - Summary

RULE	
Match Ball	Size 5 for all players Under 10 and Under Size 6 for Females and Under 12 & Under 14 Males Size 7 for Males Under 16, Under 18 and Under 21
Max no. of Players	12
Playing numbers	0,00 and any number between 1 - 99
Team benches	The first team named on the schedule is the 'HOME' team (TEAM A). The second team named on the schedule is the 'AWAY' team (TEAM B). TEAM A sits on the left-hand side and TEAM B sits on the right-hand side of the scorer's table, facing the playing court.
Scoretable	Each team supplies 1 competent bench official. Duties may be decided amongst officials, however if there is no agreement: - Team A will be responsible for game time & visuals. - Team B will be responsible for scoring (courtside app on iPad)
Game time	4 x 10-minute quarters with a continuously running clock.  The clock will however stop in the last two minutes of the 4 <sup>th</sup> quarter as follows, <b>unless the points margin is greater than 20 points *</b> : - When the whistle is blown by an official. - When a field goal is scored. - After a field goal is scored and the NON-scoring team has requested a timeout
Half time interval	2 minutes
¼ & ¾ intervals	1 minute
Overtime	No overtime will be played during the regular season. Finals - Overtimes of 3 minutes each until result obtained (1-minute break after full time and in between overtimes)
Late Starts & Forfeits	The game clock will start at the scheduled start time with the team ready to play being awarded two points per minute. If the opposing team arrives within the 10-minute period, the game will be played from that moment (the clock will not be reset). If the team does not arrive within the 10-minute period, the game will be declared a 20-0 forfeit in favour of the present team.
Time outs per team	Four (4) charged time outs to each team per game. Two charged time outs can be requested by either team during the first half (1 <sup>st</sup> and 2 <sup>nd</sup> quarters), and two (2) time outs during the second half (3 <sup>rd</sup> and 4 <sup>th</sup> quarters). Unused time outs may not be carried over to any overtimes, but each team may be granted one time out for each overtime.  <b>No timeouts allowed in the last minute of quarter 1,2 or 3.</b> <b>No timeouts allowed in the last 2 minutes of the 4<sup>th</sup> quarter if the points margin is greater than 20 *.</b>
Time out duration	50 seconds with a 10 second warning. Both teams ready to play after 1 minute
Substitutions	Request must come from the players to the scoretable personnel. For both teams when the ball becomes dead. For both teams when the ball becomes dead after a successful last free throw. For the non-scoring team when a field goal is scored in the last two (2) minutes of the fourth quarter, <b>unless the points margin is greater than 20 points *</b> , or the last two (2) minutes of each overtime.
Full Game Rules	Located at: <a href="https://www.redcityroar.com.au">https://www.redcityroar.com.au</a>

**\* Does not apply to Division 1 games.**