



ROOKIE HOOPS PROGRAM BASKETBALL GUIDELINES

in accordance with Surfcoast Basketball Association (SBA)
& Basketball Australia (BA) guidelines

AIMS

Match play with modified rules. Focus on skill development, player confidence, team play, awareness of rules, & coaches education.

ITEM	GUIDELINE
Scoreboard	Yes. Computer & On-Court. No Ladder or Finals
Defence - No Zone	Person-to-Person only - assign-find-stay on a player
Defence - No Press	No full court press, players to return to half-court - Prevent swarming
Defence - No Press Modification	Once a team has a lead of 20 points, defence can only be played from within the 3 point arc
Defence - No Steals	No steals allowed.
Offence - Scoring Limit	Maximum 10 points per player. Half time free throws not included
Offence - Half Time Shots	Each team is allowed 10 free throw shots that contribute to the team score. If a team does not have 10 players, the Coach can nominate a player to take a second shot.
Violations – Personal Fouls	Once a player commits 5 fouls, they are disqualified from the game.
Violations - Team Fouls	Once the team fouls count has reached 9 per half, every foul called against the team will result in the opposition being awarded 2 free throws.
Penalty - Free Throws	To be taken from small marked line closest to the ring, or as modified by referee
Coaching – on court	Coach permitted on court with hi-vis vest provided & in designated areas only
Coaching – tips	Refer to Weekly Focus on scorebench

EDUCATE, ENCOURAGE & COMMUNICATE

Travel/Carry - Called - Actively encourage players to dribble the ball

Double Dribble - Called - Educate players to use one hand, & once stopped dribbling, to pass

Cross Court - Not Called - Educate players to not go back over the halfway line

No Zone/Swarming - Actively encourage players to play 1:1 & spread out. Warning to Coach if breached repeatedly. Penalty if continues after warning. Side ball throw in to opposition.

Personal Fouls - Educate first, communicate what to do. Fouls only called on repetitive or risky behaviour at the referees discretion.

REFEREE GUIDELINES

SBA VALUES - IRENE

INCLUSION, RESPECT, EFFORT, NETWORK, ENJOYMENT



TIMING GUIDELINES

in accordance with Surfcoast Basketball Association (SBA) & Basketball Australia (BA) guidelines

ITEM	GUIDELINE
Duration	Junior Competitions - Rookie Hoops through to Under 18 Div 2 & below 2 x 20 minutes halves Under 18 Div 1 & Senior Competitions - Open Men & Women 4 x 10 minute quarters
Overtime	After a 1 minute break, 5 minutes extra playing time will be played if the result at full time is a draw, in finals games only.
Intervals	Quarter Time Breaks 1 minute Half Time Breaks 2 minutes Half Time Break - Rookie Hoops - 3 minutes
Time Outs	1 minute in duration. Each team may be granted two time-outs in each half of the game. Time-outs can not be called in the last minute of the first half or first 3 quarters. Clock only stops for time-outs called in the last quarter/half
Clock Stops	Junior Competitions - Rookie Hoops Clock does not stop, except for timeouts Junior Competitions - U10 through to Under 18 On every whistle in the last 2 minutes of the last half, if score is <10 points Senior Competitions - Open Men & Women On every whistle in the last 2 minutes of the last quarter, if score is <10 points ALL time-outs called in the last quarter/half
Violations - Timing	Junior Competitions - Rookies Hoops through to & including U10 <u>NO</u> 8 (back court) or 3 (in the key) seconds called Junior Competitions - U11 through to U18 8 seconds back court & 3 seconds in the key violation called Senior Competitions - Open Men & Women 8 seconds back court & 3 seconds in the key violation called
Shot Clock	A 24 sec Shot Clock is used in all Mens Division 1 games in accordance with FIBA Rules.
Heat Policy Timing Changes	When the court temperature reaches 35c The referee must call an additional compulsory time-out in each quarter or half, if no time-out has been called at the halfway point of the quarter or half
SBA VALUES - IRENE INCLUSION, RESPECT, EFFORT, NETWORK, ENJOYMENT	