

Basic BBA By-Law Rules for All Beginners



1. All players must be registered with Basketball Victoria.
2. Read and understand the BBA By - Laws.
3. Understand that there are Codes of Conduct that Players; Coaches; Parents and spectators are asked to abide with.
4. Players should be all in uniform; there are 5 point penalties for individual players out of uniform, This is added to your opponents score at half time by the referees.
5. Club players from a higher division, that is after playing 5 game in the higher division, are not eligible to play in a lower division. Penalty is loss of premiership points.
6. Club players from a lower division can play in a higher division for a maximum of 4 games in any one team, after playing 5 higher division games in the same team they shall remain in the higher division.
7. To be eligible to play finals a player must play 6 games in the same team.
8. Be aware of the basic rules of the game: e.g know that all junior teams; U10; U12 & U14 Divisions must play Man to Man Defence, Zone Defence is not permitted until U16 age groups.
9. Timing rules for all games played will be two 20 minute halves with a 2 minute half time period (excluding the U10 which are 16 min halves). Two time out periods for each team are permitted in each half where the clock continues to run (Timeout are no longer than 1 min), and no time out will be allowed during the last 3 minutes of the first half. The time clock will be stopped for all whistles in the last 2 minutes of the second half only.
10. Premiership points will be allotted as follows; 3 points – Win, 3 points – Bye, 2 points – Draw, 1 point – Loss, 0 points – Walkover or Forfeit
11. When the court temperature reaches 35 degrees, game times will be altered by reducing each half by 2 minutes. The Referee must call a compulsory time out as close as possible to the half-way point of each half and the clock will be stopped.
12. Each team MUST supply a competent scorer (12 years of age or older) before their scheduled start time of the game