



MRBA Competition Game Day Rules



MRBA By-Laws and Codes of Conduct govern all MRBA games.

Bench/Scoring:

1. Each team must provide one bench/scoring official. At least one of these volunteers must be 18 or older. If a volunteer is under the age of 16, they must have a parent/guardian accompany them on the bench.
2. First names, surnames and numbers of ALL participants who play in the game should be correctly added to the iPad.
3. New players must contact domestic@mrba.org.au before playing
4. New players and fill-ins MUST have their names, numbers and parents email added to the iPad.
5. Unregistered players cannot fill-in.

Timing Rules:

1. Games are played as two 20-minute halves
2. Time-out:
 - a. Regular games: Two per team per half. Cannot be called in the last two minutes of either half unless clock is stopped.
 - b. Finals games: Two per team per half and one per team per overtime period. Can be called any time. Clock stops for all time-outs in the last two minutes of all periods.
3. Clock stops:
 - a. Regular games: On all whistles in the last minute of the game if the margin is 10 points or less. Refer to point 2a above for time-outs.
 - b. Finals games: On all whistles in the last 2 minutes of the game. Refer to point 2b above for time-outs.
 - c. Grand final: On all timeouts throughout the game and all whistles in the last 2 minutes of the game.
 - d. Overtime: On all timeouts in overtime and all whistles in the last 2 minutes of the overtime period.
4. Half-time runs for two minutes.
5. Time-outs run for one minute.
6. Fill-ins:
 - a. Regular games: Only permitted if a team has 5 or fewer players, to ensure a maximum of 6 players for the requesting team. Fill-ins must be from a lower grade or age group. Where the lower age competition has not been separated into grades, the committee will assess the requested player accordingly to ensure they meet the above criteria. Each player can fill-in for a maximum of 5 games. The fill-ins name MUST be entered into PlayHQ. Requests must be made to the committee. Penalties will apply for incorrect fill-ins.
 - b. Regular games for U10 boys and Jnr Girls Only: Given that players cannot be pulled up from a lower competition and in the event a team cannot field 5 players, the game will be played as 4 v 4.
 - c. All finals games: As per section 6a and fill-ins must have qualified for finals in their own teams to be eligible.
7. Overtime:
 - a. Regular games: No overtime, a draw will be counted as such.
 - b. All finals games: In the event of a draw at the conclusion of the match, overtime will be played. The overtime period will be 5min in duration. Each team will be allowed 1 timeout/per overtime period. Clock stops for all timeouts regardless of when they are called and all whistles in the last 2 minutes of the overtime period. If required, additional overtime periods will be played until a winner is determined.
8. On hot days, court temperature along with the time it was measured, must be recorded by the MRBA Venue Supervisor at the start, half, and end of the game.
9. If the on-court temperature is 30°C, the MRBA Venue Supervisor will consider implementing modified game times
10. If the on-court temperature reaches 35°C, games will be played as four 9-minute quarters, with a two-minute break between quarters.

11. If on-court temperature is 38°C or higher, the game is abandoned.

On Court:

1. Ball size: VJBL approved basketballs
 - a. Size 5 for U10's and U12's.
 - b. Size 6 for U14 boys and U14 girls and older
 - c. Size 7 for U16 boys and older
2. Hoop height:
 - a. all age groups - 10'
3. Offensive lane violations:
 - a. U10's, U12's and Jnr Girls: 5 seconds in the key
 - b. all others: 3 seconds in the key
4. Foul line:
 - a. U10, U12, Jnr Girls: 60cm inside the standard free-throw line, or the court marking nearest to this distance.
 - b. U14's and above: Standard free-throw line.
5. Three Point Line:
 - a. U10's: None.
 - b. U12's, 14's, Jnr Girls and Int Girls: Inner line if marked.
 - c. U16's and above: Standard three-point line.
6. Defense:
 - a. U10 boys and Jnr Girls: No Zone. Defense must retreat to half court on scores only.
 - b. U12 and U14: No Zone.
 - c. U16 and above: Zone allowed
7. Coaches on court:
 - a. U10: Permitted on the court to instruct and encourage their players only.
 - b. U12 and above: Not permitted during match.
8. Fouling-out: 5 fouls.
9. Substitution alteration:
 - a. U10: On all whistles and after a basket is made.
10. Mercy rule:
 - a. U10 boys and Jnr Girls: Applies when a team is 20 points ahead.
 - b. All other age groups: Applies when a team is 25 points ahead.
 - c. Defense must retreat to half court when possession is turned over in the front court.
 - d. Penalty: Referees award 2 foul shots and a side ball to the opposite team. No technical fouls to be issued. Warnings will be given to coaches if this is deemed deliberate by the officials.
11. Game commencement:
 - a. Each team must field 4 or more players for the game to commence.
 - b. If a team is waiting for players to arrive when the game is scheduled to commence, the game clock will start and the opposing team will be awarded 2 points for every full minute the game is delayed.
 - c. If after 10min, a 4th player has not arrived, the game will be forfeited. The complying team will receive the win and the score will be reflected as 20 to 0 in favour of the complying team.

Finals Qualification:

1. Players must play 50% of playable games throughout the season to qualify for finals. Playable games are all games in the regular season (excluding grading games), with the exception of byes
2. It is important that players are signed in accurately, as PlayHQ will be used to determine finals eligibility. TM's - please ensure that only players present at the game are signed in on PlayHQ. The referees will check.
3. Where qualification is in doubt and in the event of injury, a doctor's certificate will need to be submitted within 14 days of injury.
4. If injured, the player can sit on the bench for the duration of a game and their attendance can be recorded on PlayHQ. Referees will again check.

The MRBA operates a zero-tolerance policy with respect to the treatment of our referees. This applies to coaches, players and parents.