



Rules and Reminders - Junior All Star Club League

Playing Rules

FIBA rules will be followed with the following exceptions/clarifications:

- Timing – four seven minute quarters, with 60 second break after first and third quarter, and three minutes at half time. Overtime length is three minutes, with no break before starting (needs to be played unless a game is specifically earmarked by Rebecca Moon in advance, as being able to end in a draw). Floor Controller may use discretion to shorten breaks if keeping to time is an issue.
- Timeouts – one timeout per team in the first half, two in the second. None in Overtime
- Balls – size five is used for all games
- Shot Clock – shot clock will be used unless told otherwise by Rebecca Moon
- Zone Defence – is NOT allowed
- Pressing (defending in your opponent's back-court) – is allowed, but must be called off if your team is ahead by 20+ points (you can not reinstate your press unless the opposing team cuts the deficit to nine points or less)
- Zone Pressing – is not allowed (only man to man)
- Mouth guards – a reminder players need to have these in their mouth while playing
- Coaches - A maximum of two adults on a team bench (i.e. one coach, one manager, or a head and assistant coach). Teenaged coaches who are receiving support from a mentor do not count as an adult here (but this mentor can only interact with the coaches he/she is mentoring – not the team or officials)
- Standing – only one coach at a time may be standing from the team bench
- Parents/Supporters – are to be seated well away from the team benches (usually on the end lines of the court)

Duty

Each team needs to provide two people for duty while they play. (With five rounds, this is usually split so each child needs one parent/sibling over the whole competition)