

YMBA RULES

UNDER 10 RULES (Size 5 Ball)

- **U10 - STRICTLY MAN-TO-MAN DEFENCE**
YMBA supports the “No Zone” Defence Policy that is enforced in many Victorian Basketball Associations and at all Basketball Victoria Tournaments.
Banning Zone defence at the Under 10, 12 & 14 age groups encourages all coaches to teach their kids better Man to Man principles at both the defensive and offensive ends, which creates a higher standard of basketball.
- **U10 – THIRD OF COURT MAN-TO-MAN DEFENCE**
Players in U10 are not permitted to play full court man-to-man defence for the whole game. Defensive players must retreat to the yellow thirds court line before manning up on their player. Players may not form a defensive “wall” at this yellow line. They must pick up a specific player and be man-on-man. This is to encourage all children to have a turn at dribbling the ball down the court.
- **U10 - 20 POINT GAME LIMIT FOR PLAYERS**
 - a. Each player may shoot up to a limit of 20 points in a game.
 - b. If a player reaches 20 points, they must then pass to other members in the team to enable others to have a chance at scoring.
 - c. If a player on 19 points scores a field goal, only 1 point is allowed.
 - d. If a player on 20 points is intentionally fouled, he or she may nominate another player in their team to take the free shots (points count).
 - e. If a player on 20 points shoots and the basket is good, then VIOLATION, NO SCORE and side ball to the opposition is the result.
- **MERCY RULE - ALL AGE GROUPS**
 - a. The Mercy Rule is to be implemented when a team is **20 points** or more in front.
 - b. The team who is in front, is required to drop back and play man-to-man defence **within the 3-point line**.
 - c. This restriction helps to promote sportsmanship in junior basketball.
- **FREE THROWS – from modified free throw line (yellow curved netball line)**
- **3-point shots will not be counted.**

UNDER 12 / B Grade Girls RULES (Size 5 Ball)

- **U12 - STRICTLY MAN-TO-MAN DEFENCE**
- **U12 – HALF COURT MAN-TO-MAN DEFENCE (First half)**
Players in U12 must play HALF COURT man-to-man defence IN THE FIRST HALF and then can play FULL COURT man-to-man defence IN THE SECOND HALF
- **U12 - 20 POINT GAME LIMIT FOR PLAYERS (see U10 rules)**
- **MERCY RULE - ALL AGE GROUPS (see U10 rules)**
- **FREE THROWS – from modified free throw line (1st row of nails on basket side of line)**
- **3-point shots will not be counted**

UNDER 14 / B Grade Boys / A Res Boys & Girls RULES (Size 6 Ball)

- **STRICTLY MAN-TO-MAN DEFENCE FOR U/14**
- **U14 - 20 POINT GAME LIMIT FOR PLAYERS (see U10 rules)**
- **MERCY RULE - ALL AGE GROUPS (see U10 rules)**
- **FREE THROWS – from correct free throw line**
- **3-point shots allowed**

UNDER 16 A Boys/Girls RULES (Size 6 Ball Girls/Size 7 Ball Boys)

- **MAN-TO-MAN DEFENCE is encouraged but ZONE DEFENCE is acceptable**
- **No 20 POINT LIMIT applies BUT** this will be reviewed by the Age Group manager at week 3 of competition and if players aren't sharing the ball around, then this rule will be enforced again. (YMBA Committee)
- **MERCY RULE - ALL AGE GROUPS (see U10 rules)**
- **FREE THROWS – from correct free throw line**
- **3-point shots allowed**

GENERAL GAME RULES JUNIORS

Game Times: 2 x 17-minute halves.

Time Outs: One minute duration – one time-out per team, per half. Allowed on any whistle & after opponent's goal. Not allowed in last minute of the first half.

Team Fouls: After 8 team fouls any foul results in 2 free throws.

Substitutions: Permitted on any whistle.

Clock Stops: During last minute of last half on all whistles.

Jump Balls: Arrow must be turned to point the other way after each jump ball.

SEMI & PRELIMINARY FINALS

Same rules apply as per normal season games.

Drawn Matches: Decided by as many extra 3-minute periods required until a result is reached. Clock stops on all whistles of extra period, one timeout per team per extra period allowed.

GRAND FINALS

Clock Stops: Clock stops in the last minute of first half and last 3 minutes of the second half.

Time Outs: 2 time-outs allowed per team per half, clock stops for all time outs.

Drawn Matches: Decided by as many extra 3-minute periods required until a result is reached. Clock stops on all whistles of extra period, one timeout per team per extra period allowed.

GENERAL GAME RULES SENIORS

As per General Game Rules for Juniors except for:

Game Times: 2 x 20-minute halves.

Time Outs: One minute duration – 2 time-outs per team, per half. Allowed on any whistle & after opponent's goal. Not allowed in last minute of the first half.