



BASKETBALL BY LAWS



2026

***AIC BY LAWS ARE DEVELOPED IN ADDITION TO
THOSE OF THE STATE AND NATIONAL
GOVERNING BODY, EXCEPT STATED OTHERWISE.
THE BY LAWS ARE REVISED ANNUALLY.***

AIC BASKETBALL BY LAWS 2026

RULES PERTAINING TO ALL TEAMS

Clause 1: GRADES AND AIC AGGREGATE

(a) Grades catered for shall be:

1st V, 2nd V, 3rd V, 11A, 10A, 10B, 9A, 9B, 8A, 8B, 7A, 7B, 6A, 6B, 5A, 5B

(b) All grades except for the 6A, 6B, 5A and 5B teams shall count towards the AIC Aggregate.

(c) Additional grades may be catered for subject to availability:

11B, 11C, 10C, 9C, 8C, 7C

Clause 2: COMPETITION POINTS

Win = 2

Loss = 0

Washout = 1

Clause 3: PLAYER RESTRICTIONS

a) A team may be made up of twelve (12) players and must have four (4) players to start a game.

b) Players may take part in only one game on any given day (or round of fixtures).

c) The only exception to Clause 3 (b) is that if an underage player was to be reserve for the 1st V. These players may only enter the 1st V game after the first quarter.

d) Any player and/or coach that receives two (2) technical fouls shall be ejected from the playing area and venue for the duration of that game.

Clause 4: MATCH TIMES

a) The following schedule shall apply where possible:

Home Schedule			Away Schedule		
Time	Court 1	Court 2	Time	Court 1	Court 2
8.00 am	10B	11C	8.00 am	9A	9C
9.00 am	10A	11B	9.00 am	9B	7B
10.00 am	11A	10C	10.00 am	7A	7C
11.00 am	2 nd V	3 rd V	11.00 am	8B	8C
12.15 pm	1 st V		12.00 pm	8A	

b) Variations to the above schedule are only made when BOTH schools mutually agree to do so.

Clause 5: **FORMAT OF MATCHES**

- a) Each match shall consist of four quarters of ten minutes, with an interval of one minute at quarter time and three-quarter time, and a three-minute break at half time.
- b) Each team is permitted one time out per quarter, except in the last quarter where each team is permitted two. Request must come from the coach or assistant to the score bench – if you no longer want the time out you must tell the score bench to cancel request. One time out can be requested in each quarter of the first half, one can be requested in the third quarter and two-time outs in the fourth quarter. Unused time outs may not be carried over. Each time out is 1 minute.
- c) i) Aggregate Games: The clock will be a 'running clock' except for dead ball situations in the last (1) minute of the second quarter, and the last three (3) minutes of the fourth quarter. The clock shall be stopped for all times outs. Overtime will be played (see Clause d) below) **Teams involved: All A and B teams (except 11B & First V)**

ii) Non-aggregate Games: The clock will be a 'running clock' except for the last (1) minute of the 4th quarter: The clock shall be stopped for all times outs. No Overtime will be played. **Teams involved: 4ths, 11B, All C and D games.**

iii) Primary Games: The following games will be running clock, no stoppages at any point: No timeouts are permitted No overtime will be played. **Teams involved: 5 A-D and 6 A-D**
- d) Overtime (Aggregate Games only): If the game is drawn, extra time is allowed for a five-minute period to decide the winner (followed by subsequent five-minute periods, if there is still a draw – until a result is achieved). One additional time out per team shall be permitted in each period of extra time. The clock shall stop for dead ball situations in the last three minutes of each period of extra time. If the game is drawn, a five-minute period of extra time is played to decide the winner. If the game is still tied, a subsequent period of five minutes is to be played or until a result is achieved. One additional time out per team shall be permitted in each period of extra time. The clock shall stop for dead ball situations in the last three minutes of each period of extra time.
- e) The exception to rule Clause 5 d) is that for all non-aggregate games, a running clock will be used. The clock will be stopped for time outs. No overtime will be played for non-aggregate games.

Clause 6: **OFFICIALS**

- a) Each College shall supply a suitably qualified referee for all matches. If such a person is not available then a mutually agreed referee, between the Basketball Coordinators and/or Heads of Sport can be appointed.
- b) Neutral referees will be appointed for all 1st, 2nd and 11A matches
- c) All referees appointed to officiate the 1st V matches, must have an Advanced Association Level qualification (as a minimum).
- d) There shall be three (3) bench officials appointed for all 1st matches. The home team must supply at least 2 of the 3 appointed. The home team is to determine the roles of each appointed bench official.

- e) In addition to Clause 6 c) schools can supply a bench official regardless if they are the home team or not. The roles of the bench officials should be amicably determined prior to each match starting.

Clause 7: ADDITIONAL RULES

- a) Zone Defense shall not be permitted in Year 7, Year 8 and Year 9 competition. Pack Line Defensive Pattern is a type of 'Man to Man' defense and is permitted.
- b) Players and match officials shall be the only persons permitted on the court whilst play is in session.
- c) The old 3-point line will be used until all courts have new markings.
- d) All secondary C and D games will be played with the Mercy Rule. When a team leads by 30 points, that team must retreat on all opposition possessions to their own half and may not contest for the ball until the opposition team enters that half in possession of the ball.

Clause 8: BALLS AND EQUIPMENT

- a) The team on whose courts the match is being played shall supply the warm up and match balls.
- b) All Year 7 - Open AIC matches will use a Size 7 ball. (Also refer to Rules Pertaining to First V re minimum ball requirement)
- c) Post pads must be used.

Clause 9: TECH FOULS AND EJECTIONS

If two technical fouls are given to a player that results in an ejection, the player must abide by AIC General By Law Clause 7 "Player Suspension" and be suspended for the following AIC round of fixtures.

Clause 10: UNIFORM

Correctly numbered uniforms of the colour of the College shall be worn. Non-marking shoes are to be worn when playing indoors and on outdoor synthetic courts.

Clause 11: MEDICAL

First aid staff with a minimum qualification of Basic Life Support must be in attendance for all fixtures. First aid must be accessible and in close proximity to all courts where fixtures are played.

Clause 12: WEATHER

- a) Weather prior to match starting: Teams shall arrive at the designated venue even though weather conditions appear to make play unlikely. However, in conditions of extremely adverse weather, a match may be abandoned on the advice of the Head of Sport of the home team before teams arrive at the designated venue, provided that teams mutually agree to this course of action.
- b) Weather during matches: When the two teams are at the venue at the time set down for play, the decision on the fitness of the court shall be made by the Head of Sport of the Home College, or a

person designated by the Home College. Should the court be declared playable, and the umpires not agree, the existing state of affairs shall continue.

- c) Unfinished matches shall be counted as drawn.

Clause 13: HOSPITALITY

A brief exchange of speeches and refreshments can be made for the First players and coaches following the game.

RULES PERTAINING TO 1ST V MATCHES

- a) 1st V matches shall consist of four ten (10) minutes quarters which are fully timed. The quarter and three-quarter time breaks shall be two minutes, while the halftime break shall be five minutes.
- b) If the game is drawn, extra time is allowed for five-minute period to decide the winner (followed by subsequent five-minute periods, if there is still a draw – until a result is achieved). If the game is drawn, a five-minute period of extra time is played to decide the winner. If the game is still tied, a subsequent period of five minutes is to be played or until a result is achieved. One additional time out per team shall be permitted in each period of extra time.
- c) All First V matches are to use the **Molten BG4050 ball**.
- d) Each time out is 1 minute.
 - i) Each team is permitted two (2) time outs during the first half
 - ii) Each team is permitted three (3) time outs during the second half with a maximum of 2 of these time outs when the game clock shows 2:00 minutes or less in the fourth quarter
 - iii) One time out only is permitted during each overtime
- e) There will be a maximum of eight (8) minutes allowed for warm up.
- f) A shot clock will be used for all matches.
- g) 1st V teams must have available a 'light' and 'dark' kit for all matches. The home team has the choice to which kit they wear, but must inform the opposition at least 24 hours in advance of the kit selection (eg light or dark).

RULES PERTAINING TO YEAR 5 AND 6 MATCHES ONLY

All Year 5 and 6 matches are to be played on a Friday afternoon on the dates as stated in the AIC calendar.

The Year 6 matches are the designated 'home' team for the particular round. The Year 5 matches are the designated 'away' team for the particular round.

Matches shall consist of four ten minutes quarters with an interval of (1) one minute at quarter time and three-quarter time and a (2) two-minute break at half time

The clock shall not stop throughout the duration of the game and there will be no timeouts.

Zone defence is not permitted.

No overtime period is played if the game is drawn.

A size 6 synthetic leather or similar ball are to be used.

There shall be no competition points awarded

Free throws will be taken from the front of the circle of the free throw area.

All primary games will be played with the Mercy Rule. When a team leads by 30 points, that team must retreat on all opposition possessions to their own half and may not contest for the ball until the opposition team enters that half in possession of the ball.