



PAN PACIFIC MASTERS GAMES

GOLD COAST AUSTRALIA 5-14 NOVEMBER 2021

IT'S LIVE!
in Queensland

Basketball Quick Rule Guide

MINIMUM WARM-UP TIME

3 minutes minimum (may be increased if previous game finishes early)

GAME TIMING

2 halves of 18 minutes, running clock.

Last 2 minutes of second half is fully-timed
(clock stops for all whistles and on all made baskets)

TIME-OUTS ALLOWED

TWO (2) per half. No timeouts permitted in last 1:00 of first half.

Overtime (finals only): ONE (1) per period
(unused time-outs do not carry over)

TIME-OUT DURATION

50 seconds, with 10 second warning

HALF-TIME

3 minutes

FINAL RESULT

Regular Games – a draw will be honoured;
Semi-Finals & Finals – Overtime will be played (see below)

OVERTIME

Played in FINALS ONLY – Periods of 3 minutes (until the tie is broken)

BREAK PRIOR TO OVERTIME PERIODS

1 minute

UNIFORMS

If there is a colour clash and BOTH teams has alternate uniforms – Team B must change.
If there is a colour clash and ONLY ONE team has an alternate uniform - They must change.

SINGLET NUMBERS

00, 0, 1 to 99

BALL SIZE USED

Men – Size 7; Women – Size 6

MAX. PLAYERS ALLOWED

12 per game

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MIN. PLAYERS TO START

5 registered players, dressed & ready to play

TIME ALLOWED BEFORE FORFEIT

10 minutes after scheduled starting time

PENALTY FOR LATENESS

2 points per minute, to maximum of 20 points

SCORETABLE

ONE from each team from the prior game – e.g. teams playing in an 8:00am game will do bench for the 8:50am game. Teams can engage outside scorebench people or members of other teams to do this, however teams are solely responsible for this. Teams who fail to supply one person for their game will forfeit that game.

SCORESHEET

Not to be altered, except by Tournament Office (Joshua Pascoe / Iain McLennan / Sean Massey). Must be signed by both referees once result is confirmed post-game, with name PRINTED at top of scoresheet.

24 SECOND CLOCK

Not used on any games

BENCHES USED

Team A has bench on left-hand side of scorer's table (when facing the court)

BASKET USED

Warm-up & 1st half – opposite end to own bench

Half-time, 2nd half & overtime (finals only) – own bench end

Competition is proudly presented by:



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