Number of Players v's Opposition	Basket size	Rule Constraints Referee only touches the ball after a whistle e.g. a	Pressing	Quarter Participation Min v's Max (Substitutions)	Forfeit v's Walkover	Defence Permitted
	(Where	-				
5v5 U11 and Up to 15 Inder players on scoresheet	In the use of 10ft baskets the free throw line	 No 3-Point scores are permitted. If a score is made outside the 3- point line, the score will be recorded as 2- points No Ball screens Permitted 			N/A (Non-Competitive)	 No Zone Defence M2M Defence Only No double teaming permitted
U12 5v5 Up to 15 players on scoresheet if on the scoresheet they must play the required amount of quarters.		 Referee only touches the ball after a whistle e.g. a foul. No 3-Point scores are permitted. If a score is made outside the 3- point line, the score will be recorded as 2- points In terms of fair play, the scoreboard should not show a score difference of greater than 20. 	press in 4th Quarter > If a team is in the lead by 15 points, that team is no longer permitted to press unless the score becomes less than a 15 point lead	 >Each player on the scoresheet must play at least one full quarter >A player can only play a maximum of two quarters >Any combination of 5 players can play the allocated time in Overtime or any other extra periods of play 	 > Each team must have a minimum of 10 players. > If 10 players are not available, and a team is present to play, a forfeit shall be given to the opposition, the game shall be played and 1 point shall be given to the forfeiting team. > If the team with less than 10 players does not play the game, a walkover shall be given with 3 points being awarded to the opposition and 0 points awarded to the team > If one team appears with the intent of playing and the other team does not, the team appearing shall receive 3 points and the other team 0 points > if both teams do not appear, both teams shall receive 0 points > If neither team has 10 players both teams shall forfeit the game and 1 point each will be awarded 	 No Zone Defence M2M Defence Only No double teaming permitted Help Defence permitted Defensive 3 second rule applies

Grade	Number of Players v's Opposition	Basket size	Rule Constraints	Pressing	Quarter Participation Min v's Max (Substitutions)	Forfeit v's Walkover	Defence Permitted
U13	5v5 Up to 15 players on scoresheet but if on the scoresheet they must all play the required amount of quarters.	Regulation size baskets	 > 3 Point Attempts Permitted > In terms of fair play, the scoreboard should not show a score difference of greater than 20. 	press in the 3rd & 4th Quarters. > If a team is in the lead by 15 points, that team is no longer permitted to	must play at least one full quarter. > A player can only play a maximum of three quarters > Any combination of 5 players can play the allocated time in Overtime or any other extra periods of play	 > Each team must have a minimum of 10 players. > If 10 players are not available, and a team is present to play, a forfeit shall be given to the opposition, the game shall be played and 1 point shall be given to the forfeiting team. > If the team with less than 10 players does not play the game, a walkover shall be given with 3 points being award to the opposition and 0 points awarded to the team > If one team appears with the intent of playing and the other team does not, the team appearing shall receive 3 points and the other team 0 points > If both teams do not appear, both teams shall receive 0 points > If neither team has 10 players, both teams shall forfeit the game and 1 point each will be awarded 	 No Zone Defence M2M Defence Only No double teaming permitted Help Defence permitted Defensive 3 second rules apply

Grade	Number of Players v's Opposition	Basket size	Rule Constraints	Pressing	Quarter Participation Min v's Max (Substitutions)	Forfeit v's Walkover	Defence Permitted
U14	5v5	Regulation	>FIBA regulations on referee	•	>A player can only play a	> Each team must have a minimum of 10 players.	No Zone Defence
		size baskets	interaction of inbounding	permitted all 4	maximum of three quarters		
	12 players		the basketball	Quarters		> If 10 players are not available, and a team in present	>M2M Defence Only
	maximum on				> In the 3rd & 4th Quarters, any	to play, a forfeit shall be given to the opposition, the	
	the scoresheet		> 3 Point Attempts Permitted	If a team is in the	player can participate in the	game shall be played and 1 point shall be given to the	No double teaming
				lead by 15 points,	game	forfeiting team.	permitted
			In terms of fair play, the	that team is no			
			scoreboard should not	longer permitted to	If overtime is required, any	> If the team with less than 10 players does not play	>Help Defence
			show a score difference of	press unless the	player can play in this	the game, a walkover shall be given with 3 points being	permitted
			greater than 20.	score becomes less	period.	award to the opposition and 0 points awarded to the	
				than a 15 point lead		team.	> Defensive 3 Second
				at any point within			rule applies
				the 4 quarters.		> If one team appears with the intent of playing and	
						the other team does not, the team appearing shall	
						receive 3 points and the other team 0 points.	
						> if both teams do not appear, both teams shall receive	
						0 points.	
						> If neither team has 10 players, both teams shall	
						forfeit the game and 1 point each will be awarded.	
U15	5v5	Regulation					
to		size baskets	Full FIDA rules, 9				Any defence can be played
U18	12 players				regulations implemented		FIBA rules &
	maximum on						Regulations
	the scoresheet						

3 Second Defensive Rule

A defensive 3 second violation, also known as illegal defence, is assessed when a member of the defending team spends more than 3 seconds in the key or the paint while not actively guarding an opponent. To be considered actively guarding, a defender must be within arms length of an opponent and in a guarding position.

A violation will not be called if;

- A player is in the act of shooting
- There is a loss of team control
- The defender is actively guarding an opponent
- The defender clears the painted area
- It is imminent that the defender will become legal

A player guarding an opponent with the ball may be in the paint without actively guarding the opponent. The team committing a defensive 3 second violation is assessed a team technical foul. The offense receives 1 free throw and retains possession of the ball. The offending team should be warned on the first incidence and the penalty for non – compliance after the warning is a technical foul awarded to the offending coach. The technical foul should be recorded as a "B" bench technical foul rather than a "C" coach technical foul.

Age Limit & Eligibility:

As per FIBA age limits, all players must be under the age on or after January 1st of the current season

To establish the date of birth corresponding to the age limit for an age group, the following procedure is used; the age of the player must be subtracted from the year in which a competition takes place with the understanding that this year begins on 1st January. E.g. the age limit for U18 in a competition in 2024/2025 shall be: 2025 – 18 = 2007, so any player born on the 1st January 2007 plus three years will be entitled to participate in a competition for U18 in 2024/2025 season, i.e. players born 2007, 2008, 2009.

A player may only play a maximum of 2 grades within her/his age band within their own Area Board competition and any linked Area Board in any one season. E.g. a player can play U12 and U13 or U12 and U14 or U13 and U14. She/He cannot play U11, U12 and U13. No U15 player can take part in the BI U18 National Cup. No U16 player can take part in Senior National Competition.

Rules updated August 2024