Age	Year of Birth	Rotation of Players at all Age Groups Listed
Group		
U10	2010, 2011, 2012	All players must play a minimum of one full continuous quarter and can only play in a maximum of two quarters. Five players play in the 1 st quarter, a different five play in the second.
U11	2009, 2010, 2011	All players must play a minimum of one full continuous quarter and can only play in a maximum of two quarters . Five players play in the 1 st quarter, a different five play in the second.
U12	2008, 2009, 2010	All players must play a minimum of one full continuous quarter and can only play in a maximum of two quarters. Five players play in the 1 st quarter, a different five play in the second.
U13	2007, 2008, 2009	All players must play a minimum of one full continuous quarter and in a maximum of three quarters. Five players play in the 1 st quarter, a different five play in the second. Any additional players must play one full continuous quarter in the second half.
U14	2006, 2007, 2008	All players must play a minimum of one full continuous quarter and in a maximum of three quarters. Five players play in the 1^{st} quarter, a different five play in the second. Any additional players must play one full continuous quarter in the second half.
U15	2005, 2006, 2007	FIBA Rules
U16	2004, 2005, 2006	FIBA Rules
U17	2003, 2004, 2005	FIBA Rules
U18	2002, 2003, 2004	FIBA Rules
		Area Boards if they so wish may use eights (instead of quarters) from U11 downwards for development purposes

Further Clarification on Underage Regulations:

• Competition:

U11 leagues downwards will be Development Leagues (participation). For competitions up to U11 no score will be displayed. Score sheet will be kept for rotation of players and foul recording.

U12 to U14

Competitive league but the emphasis is still on participation of a minimum of 10 players in the game and on the technical development of the players so rotations are applicable

In terms of fair play, the scoreboard should not show a score difference of greater than 20 at all age levels.

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 1^{st} January. E.g. the age limit for U18 in a competition in 2019/2020 shall be: 2020 - 18 = 2002, so any player born on the 1^{st} January 2002 or after this date will be entitled to participate in a competition for U18 in 2019/2020 season.

A player may only play a maximum of 2 grades within her/his age band within their own Area Board competition in any one season. E.g. a player can play U11 and U12 or U11 and U13. She/He cannot play U11, U12 and U13. No U15 player can take part in the BI U – 18 National Cup. No U16 player can take part in Senior National Competition.

Basket Height:

It is recommended that 8.5ft baskets are used up to U12. However it is understood that this is not feasible in all venues and it is acceptable that 10ft baskets are used. In the use of 10ft baskets up to and including U12, the free throw line should be marked 2ft closer to the basket.

Defence:

To assist the proper technical development of young players, **ZONE** defence is not allowed up to an including **U14** Competition. Following the basic man – to – man principles, each defensive player is responsible for an offensive player. The Defensive 3 second rule below applies:

A defensive 3 second violation, also known as illegal defense, is assesssed when a member of the defending team spends more than 3 seconds in the free throw lane (also called 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

In addition, 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.

• Minimum Number of Players:

The minimum number of players up to and including U14 competition is 10 players. In the event of a team having less than 10 players by the start of the second quarter, the team will lose the game by forfeit (20 - 0) and be awarded 1 point at the start of the game. The other team shall be awarded three points regardless of the final score in the game.

Where two teams have less than 10 players the game is played and each team is awarded 1 point.

Overtime: Any five players may play in overtime.

• Team Numbers:

U9 – U13: No maximum to the number of players who can play on a team.

U14 Upwards: A maximum of 12 players can play on a team in any game.

Defensive Press:

U11's and U12's can only press in the 4th Quarter. Teams must retreat to the backcourt after a score or a dead ball in the first three quarters.

U13's can press in the 2nd half. Teams must retreat to the backcourt after a score or a dead ball in the first half.

U14's can press for the start of the game

Teams cannot press if they are winning by 15 points or more.

Other:

Backcourt Rule applies 3, 5, 8 and 24 second rules apply

Time Outs

FIBA Rules Apply

• Scoring:

No 3 pointers recorded up to and including U12 level. From U13 upwards FIBA Rules apply

- Fouls: FIBA Rules Apply
- League Points: o Win = 3 points o Loss = 1 point o Walkover Received = 3 points o
 Walkover Given = 0 points o Forfeit a Game = 1 point o Team receiving forfeit = 3
 points

Notes:

- If a team cannot put ten players on the court, the game is played, the team with less than 10 receives 1 point and the other team receives 3 points and the score is recorded as 20 0 for league table purposes.
- If a team has 10 or less players on the score sheet and one of their players get injured or fouls out, a sub can be brought on but that player must still not play in all four quarters.
- When a game is forfeited, the final score is irrelevant, league points have been assigned.

Basketball Size:

U9 – U12 Size 5 o **U13 – U14** Size 6 o **U15 Onwards** Girls: Size 6 Boys: Size 7

Coaching Qualifications

All Coaches coaching at Under 14, 13, 12, 11, 10 and younger must hold a minimum of an Intro Coaching Qualification. No person will be permitted to coach a team at these age groups unless they have this minimum qualification.

All coaches coaching at Under 15 – Under 18 must hold a Level 1 Coaching Qualification.