

SCHEDULE B: RISING SUNS PLAYING RULES

The items covered in this schedule override the corresponding Association Competition and Local Playing Rules for Competitions branded "Rising Suns".

1. All Rising Suns Competitions will play with the following modified rules:

- 1.1. No Finals Series will be played.
- 1.2. No scoreboards shall be used.
- 1.3. Successful three-point shots shall count as two (2) points.
- 1.4. No double teaming on defence will be permitted.
- 1.5. If there is an insufficient number of players to play a game, the coach may train their team.
- 1.6. Any additional modified rules as described below.

2. The following modified rules will apply to Rising Suns – Level 1:

- 2.1. Lowered rings shall be used.
- 2.2. Free throws to be taken from the bottom of the free throw circle.
- 2.3. The defence shall retreat to behind their defensive three-point line after a basket is scored and in all out of bounds situations in the offensive backcourt. They may not move out of this area until the offensive team has crossed the half court line.
- 2.4. A coach is permitted on court briefly during a stoppage in play to position or reassure players but must leave the court as soon as play is ready to resume.
- 2.5. Teams are allowed to use players from any Rising Suns Level 1 team, including opposing Domestic Clubs, to avoid a forfeit.
- 2.6. 3-second rule is not to be called.
- 2.7. A maximum of four (4) bounces per hand is permitted, in any combination. Violation then to apply in full with Match Official to explain before giving ball to the opposing team.
- 2.8. Cross court violations will be called. The Match Official will talk to the player before giving ball to the ball back to the player
- 2.9. Travel violations on the start and stop of a dribble will be called if no reasonable attempt to dribble before stepping or stopping, passing or shooting within a couple of steps (i.e. running with ball). The Match Official will talk to the player before giving ball to the opposing team.
- 2.10. Line violations on pass-ins will be called. The Match Official will talk to the player before giving the ball back to the player.
- 2.11. No double teaming on defence will be permitted.
- 2.12. No screening will be permitted.

3. The following modified rules will apply to Rising Suns – Level 2 only:

- 3.1. Full height rings used.
- 3.2. Free throws taken from the bottom of the free throw circle at the Match Official's discretion.
- 3.3. A maximum of four (4) bounces per hand is permitted. Violation to apply in full.
- 3.4. The defence shall retreat to half court after a basket is scored and in all out of bounds situations in the offensive backcourt. Full court defence is then permitted once the ball is inbounded.
- 3.5. Coaches are permitted to walk from the end line up to their side of the score bench.

- 3.6. Referees may permit a Coach to be on court briefly during a stoppage in play to position or reassure players but must leave the court as soon as play is ready to resume.
- 3.7. Teams are allowed to use players from any Rising Suns team, including opposing teams, to avoid a forfeit.
- 3.8. 3-second rule to apply in full after first warning to the player.
- 3.9. Travel rule to apply in full.
- 3.10. Cross court rule to apply in full.
- 3.11. Line violations will be called in full.
- 3.12. No screening will be permitted.

4. The following modified rules will apply to Rising Suns – Level 3 only:

- 4.1. Full height rings used.
- 4.2. Free throws taken from the free throw line.
- 4.3. No restriction on the number of dribbles a player may take.
- 4.4. The defence shall retreat to half court after a basket is scored and in all out of bounds situations in the offensive backcourt. Full court defence is then permitted, once the ball is inbounded, at the Match Official's discretion.
- 4.5. Coaches are permitted to walk from the end line up to their side of the score bench.
- 4.6. Referees may permit a Coach to be on court briefly during a stoppage in play to position or reassure players but must leave the court as soon as play is ready to resume.
- 4.7. Teams are allowed to use players from any Rising Suns team, including opposing teams, to avoid a forfeit.
- 4.8. 3-second rule to apply in full.
- 4.9. Travel rule to apply in full.
- 4.10. Cross court rule to apply in full.
- 4.11. Line violations will be called in full.
- 4.12. Legal screening is permitted.