

## Griffith Sport - Social Sport Competition

### Competition Rules – Basketball

All players are responsible for reading and understanding the rules contained herein. If any rules are unclear, please discuss these with the referee or the Social Sport Convenor prior to the commencement of the game or at half time. Due to the time constraints of this competition the referees will have limited capacity to clarify rules or rulings during the game in which case further assistance can be sought from the Social Sport Convenor. All participants are required to read and understand the [Griffith Social Sport Terms and Conditions](#) which contain information regarding uniforms, eligibility, wet weather, injury insurance and more.

Unless otherwise stated in these rules, normal Basketball rules apply as outlined by the [FIBA – International Basketball Rules](#) (Updated 2024). All rules are open to the interpretation of the referee and their decision is final.

#### **RULE 1: Team Composition & Player Requirements**

- a) A team may have a maximum squad of 10 players.
- b) Five (5) players per team are allowed on the court at any one time.
- c) In mixed competitions, the maximum number of males allowed on the court is three (3). There is no minimum number of males required to take the court. There is no limit to the number of females on court at any one time.  
*In the key area a male is not allowed to jump to block a female who is in the action of shooting, however, a male may still defend the action of a female shooting as long as feet remain on the ground.*
- d) Four (4) players is the minimum number required for a to avoid a forfeit. Teams may commence games with four (4) players provided 1c is satisfied.
- e) Each team must supply one (1) person to assist with the score bench for each game.
- f) All teams must adhere to the uniform requirements set out in the [Griffith Social Sport Terms and Conditions](#). Uniform breaches will result in competition points penalty imposed at the end of the match.

#### **RULE 2: Game duration**

- a) Each game is 40minutes duration (2 x 20 minute halves); with two (2) minutes break between each half. If the score is tied at the end of playing time, the score will remain a draw.
- b) There will be no use of a shot clock in any round games or finals.
- c) If a game commences late (and is not deemed a forfeit), it still must finish at the scheduled time. In such circumstances, the halves may be shortened at the discretion of the Social Sport Convenor.

#### **RULE 3: Substitutions**

- a) Substitutions are requested by the substitute player going to the referee and making such a request.
- b) Substitutions are permitted by either team at any whistle blow and once singled to enter the court by the referee. If an injured player cannot continue to play immediately (approximately 15 seconds) or the player is treated, the player must be substituted or a time-out charged.

#### **RULE 4: Game Commencement**

- a) Teams should arrive 15minutes prior to the commencement of their match to allow for smooth transition of games.
- b) Any team that is not ready to commence play with a minimum of four (4) eligible players (Rule 1d), ten (10) minutes after the referee has signalled the game can start will incur a 0-20 forfeit loss.

NB. The game may go ahead after this time; however, the 0-20 loss will stand regardless of the actual score.

#### **RULE 5: Sports Specific Rules**

a) No Dunking

Dunking of the ball into the basket or swinging on the ring is not allowed. Any points scored from a dunking action will be disallowed, a personal foul will be recorded against the individual, and possession will be handed to the opposing team.

b) Charged Time Outs

- Each team is permitted one (1) time-out in the first half and two (2) time-outs in the second half. The length of a time-out is one (1) minute.
- Time-outs will have a running clock, and play will recommence at sixty (60) seconds.
- A team member can request a charged time-out by going to the referee and making such a request. Charged time-outs are granted after any whistle or if an opponent scores a field basket.

c) Jump Balls and Possession Arrow

A jump ball is used to start the game. A position arrow is then used to alternate the possession of the ball in the following situations:

- Held ball;
- Simultaneous (or unknown) out of bounds;
- Double foul;
- Both teams violate a missed last free throw;
- Ball lodges between the backboard and the ring;

d) Fouls

- Dunking on the basket or hanging from the ring will result in a personal foul.
- A Personal Foul involves contact on an opponent that disadvantages the opponent.
- An Unsportsmanlike Foul is a personal foul that is deliberate.
- If a player makes a legitimate attempt to play the ball (normal basketball act) then a foul called cannot be considered an unsportsmanlike foul unless the contact is excessive.
- A Technical Foul involves unsportsmanlike behaviour by a player, coach or substitute.

#### **Examples of Technical Fouls include:**

1. Disrespectfully addressing a match official.
2. Using abusive or obscene language or gestures.
3. Delaying the game by preventing the ball from being thrown-in.
4. Leaving the court to gain an advantage. Hanging on the ring or damaging equipment.
5. Coaches/substitutes leaving their team bench area (except to address the score bench).

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*In many circumstances a warning is sufficient unless the action is to gain an unfair advantage, is deliberate, or continues after the warning.*

Disqualifying Foul is a flagrant unsportsmanlike foul or technical foul.

A coach shall be disqualified if they receive two (2) technical fouls personally, or three (3) technical fouls accumulated by the coach, assistant coach, substitutes or team supporter.

#### **RULE 6 – Penalties/Sin Bin**

- a) Referees have the right to warn, ask to leave or eject from the field, any player or spectator whom they believe is bringing the game into disrepute.

- b) During the game, the referee has the option of issuing Technical and unsportsmanlike fouls. Should a player accumulate 2 of these fouls in any combination they will receive a disqualifying foul and be ejected from the match.
- c) This competition is social. Any rough play, abusive language, backchat or challenge to the referee's authority will not be tolerated. Team captains must take responsibility for their team and ensure all matches are contested in the spirit of the game and all participants and spectators adhere to the **Griffith Sport Pride Code of Behaviour**.
  - i. Rough play includes any form of aggressive slide tackle, tackling a player from behind, shoulder charging and any other act or omission that, in the referee's opinion, places the safety of players at risk.

In most instances the following procedure will apply for the above infringements.

- a) Forced Substitution
  - i. The match referee is entitled to send off any player at any stage for any reason and for any period if they feel it necessary to do so for player safety or their ability to effectively control the game.
  - ii. The decision regarding whether and when this player can be replaced with a substitute during this time is at the discretion of the referee.
  - iii. A player does not need to be given a yellow or a red card by the referee to be sent off or substituted in this manner.
- b) *Unsportsmanlike Foul & Technical Fouls*
  - i. The match referee informs the individual and the bench that a foul has been given.
  - ii. The referee may send off a player who receives a foul for a period of time.
  - iii. The decision regarding whether this player can be replaced with a substitute during this time is at the discretion of the referee.
- c) *Disqualifying Foul*
  - i. The match referee informs the individual that a disqualifying foul has been given.
  - ii. The issuing of a disqualifying can be a direct, or because of the same individual receiving a second unsportsmanlike foul and or technical foul within the same match.
  - iii. An individual who receives a disqualifying foul is automatically dismissed from both the current game and the next scheduled game for the team. This includes when the red card is received the week before or during a finals match.
  - iv. A player who is issued a disqualifying foul must give their name to the referee, who will record it on the scorecard and pass it onto the Social Sport Convenor.
  - v. After providing the referee with their name the player must leave the court immediately.
- d) Additional sanctions or suspensions can be applied to players, spectators or teams in accordance with the **Griffith Sport Disciplinary Regulations** for breaches of the rules of the game or failure to adhere to the **Griffith Sport Pride Code of Behaviour**.

#### **RULE 7: Points**

Points are awarded in matches as follows:

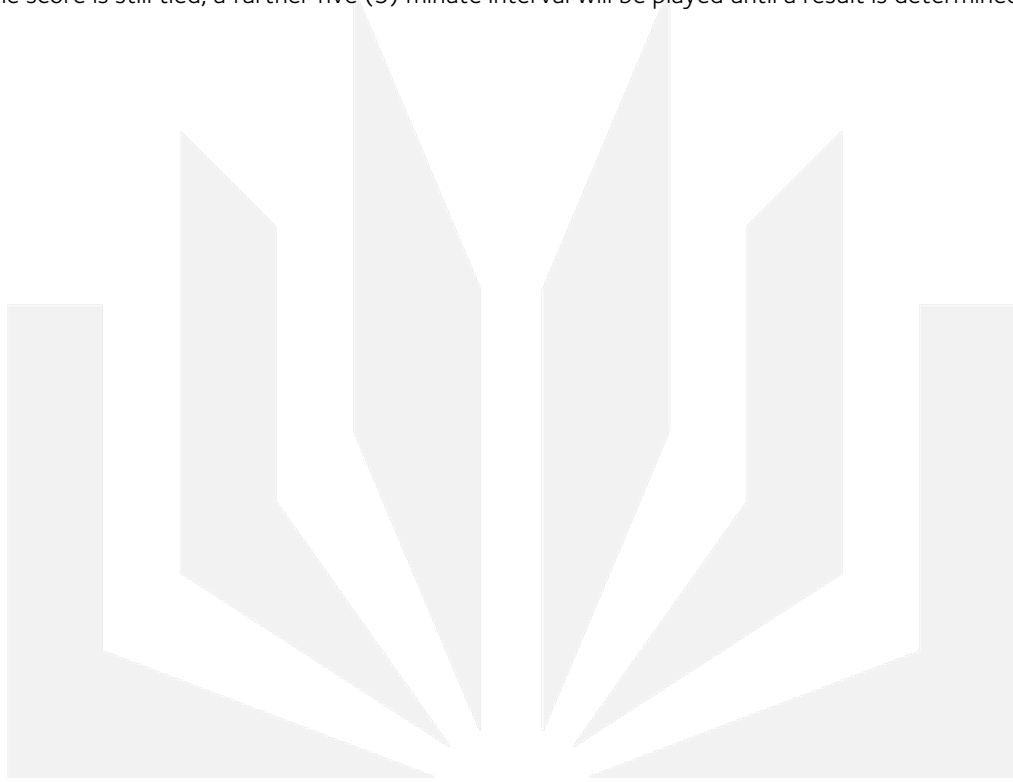
- Win - 3 Points
- Bye - 3 Points
- Draw - 2 Points
- Loss - 1 Point
- Late Forfeit - 1 Point

At the end of round matches overall standings will be determined in the following order:

1. Highest competition points
2. Highest goal difference
3. Most goals for
4. The victorious team from the most recent round match encounter between two (2) teams

**RULE 8: DRAWN FINALS**

- a) If the score is tied at the end of playing time, extra time of five (5) minutes total will be played. Fouls will carry over into extra time.
- b) If the score is still tied, a further five (5) minute interval will be played until a result is determined.



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