



GRIFFITH SPORT - SOCIAL SPORT COMPETITION

Competition Rules – Basketball

All players are responsible for reading and understanding the rules contained herein. If there are any rules that are not clear please discuss these with the referee prior to the commencement of the game or at half time. Due to the time constraints of this competition the referees will not clarify rules or rulings during the game. All participants are also 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 2014). 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 ten (10) players registered.
- b) Five (5) players are allowed on the court at one time
- c) In mixed competitions, the maximum number of males allowed on the court is three (3). There is no limit to the number of females.
In the key area a male is not allowed to jump in order 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 of players that a team can have without a forfeit resulting. Teams may commence games with four players provided the previous point (1c) is satisfied.
- e) Each team must supply one 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**, breaches of this will result in playing points penalty imposed at the start of the match.

RULE 2: Game duration

- a) Each game is 40 minutes duration (2 x 20 minute halves); with 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) then it still must finish at the scheduled time. If such a circumstance arises, the halves may be shortened. This is at the discretion of the Sport Convenor.

RULE 3: Game Commencement

- a) Teams should arrive 15 minutes prior to the commencement of their match to allow for smooth transition of games.
- b) Any teams that are not ready to commence play with a minimum of four (4) appropriate players (Rule 1d), ten (10) minutes after the referee has signalled the game can start will incur forfeit loss.
NB. The game may go ahead after this time; however the 0-20 loss will stand regardless of the actual score.
- c) In all circumstances the game must finish at the scheduled time

RULE 4: Specific Information

- a) **No Dunking**
Dunking of the ball into the basket or swinging of the ring is not allowed. Any points scored from dunking action will be disallowed, a personal foul will be recorded against the individual and possession will be handed over 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 2nd half. The length of a time-out is one (1) minute.
 - Time-outs will have a running clock and play will recommence at 60seconds.
 - A team member requests a charged time-out by going to referee and making such a request. Charged time-outs are granted after any whistle or if an opponent scores a field basket.

c) Substitutions

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

d) 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 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.

e) Fouls

- Dunking on the basket or hanging from the ring will result in a personal foul.
- Personal Foul involves contact on an opponent that disadvantages the opponent.
- 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.
- Technical Foul - Involves unsportsmanlike behaviour by a player, coach or substitute.

Examples include:

1. Disrespectfully addressing an 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.
5. Hanging on the ring or damaging equipment
6. Coaches/substitutes leaving their team bench area (except to address the score bench.)

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 he receives two (2) technical fouls personally or three (3) technical fouls accumulated by the coach, assistant coach, substitutes or team supporter.

RULE 5: Points

Points are awarded in matches as follows:

Win - 3 Points

Bye - 3 Points

Draw - 2 Points

Loss - 1 Point

Forfeit - 0 Points

In the event of tied points at the end of round matches, placing's will be determined by for and against point count.

RULE 6: 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 further 5 minute intervals will be played until a result is determined.