

SOCIAL COMPETITION RULES - BASKETBALL

Players

- The maximum number of players on a team is ten (10).
- The maximum number of players on court at any given time is five (5).
- The minimum number of players on court without incurring a forfeit is four (4)
- All players to sign the team sheet before each match (each player must be registered)
- Teams may borrow up players if they are short but if team size reaches six (6) no more can be used.
- All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn but must be appropriately taped. Spectacles can be worn provided they do not pose a significant danger to others. Nails must be cut.
- Appropriate non-marking covered footwear must be worn.
- Bibs will be provided to identify teams.
- Players must have played a minimum of 4 games to qualify playing in the finals.

Length of the Game

- Games comprise of two (2) seventeen (17) minute halves with a two (2) minute break at half time.
- 1 x one-minute timeouts per team allowed per half.

Methods of Scoring

- Points can be scored from anywhere on court.
- A ball shot from behind the 3-point line is worth three (3) points, and any other shot is worth two
- (2) points.
- Free- throws are worth one (1) point.
- A basket is scored when the ball goes completely through the ring from above, by a player from any point within the court

Substitutions

- Can be made:
 - a) at an interval when play is stopped
 - b) for injury or illness
- When a substitution or team change is made, both teams have the right to make team changes.
- When a player has committed 5 fouls they are no longer entitled to play.
- There is no limit to the number of subs that can be made by a team, provided they do not utilise unregistered players.
- It should be noted that teams are limited to 10 players



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Stoppages

- To stop play the umpire must blow the whistle and signal to the timekeeper
- When a player is injured or ill, stoppage of up to 2 mins is allowed
- The umpire shall blow the whistle to restart play and the game is continued from the spot where play was stopped, however the referee does not blow the whistle for the player to pass the ball in.
- Referees' discretion on calls will be final and any misconduct on decisions, abuse or gross misconduct can result in disciplinary penalties being utilised

Jump ball and alternating possession

- Occurs when an official tosses the ball in the centre circle between any 2 opponents and the beginning of the first half
- Neither jumper may catch the ball or tap it more than twice until it has touched one of the non-jumpers or the floor
- If the ball is not tapped by at least one of the jumpers, the jump ball shall be retaken
- A held ball occurs when one or more players of each opposing team have one or both hands firmly on the ball so that neither player can gain control without undue roughness.
- The ball then goes to the opposite team who received the initial jump ball (alternates between teams)
- Jump ball when the ball goes out-of-bounds and the officials are in doubt or disagree about which of the opponents last touched the ball

Blood Rule

- Any player with visible blood or bleeding on their clothing or person must be substituted immediately, and may not return until the umpire is satisfied that the bleeding has stopped. The umpire will stop play to allow for teams to make a substitution

Final Procedures

- In the event of a draw in the finals, teams will go to extra time consisting of five (5) minutes and the team that finishes the extra time with the most points wins. In the event that scores are still tied at the end of the extra time, the game will reset, the procession will continue without a jump ball and the first team who scores wins the final.

Forfeits

- A team must attend every game coordinated for the season or notify U@MQ if they cannot attend a fixtured game. In this instance a forfeit will result.
- A forfeit may be declared if a game does not start within 10 minutes of the allocated starting time.
- If a team forfeits their match, the opposing team will be awarded a win, and the forfeiting team will receive - 3 points on the premiership ladder.



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Violations

- A violation is an infringement of the rules
- The penalty is the loss of the ball by the team that committed the violation.
- The ball is awarded to the opponents for a throw in from out of bounds at the closest point to the infraction, EXCEPT DIRECTLY BEHIND THE BACKBOARD.
- Out of bounds – occurs when any part of a player with possession of the ball or the ball goes outside the boundaries of the court. The ball is awarded against the team who caused the out of bounds.
- Dribble – starts when a player, having gained control of the ball, throws, taps or rolls it on the floor and touches it again before it touches another player.
- Travel rule – a PIVOT takes place when a player who is holding the live ball steps once or more in any direction with the same foot, while the other foot, called the 'pivot' foot, is kept at its point of contact with the floor TRAVELLING or progressing with the ball (inside the playing court), is the moving of one or both feet in any direction while holding the ball in excess of the limits.
- Three second rule – while the team in control of the ball, a player shall NOT remain for more than three consecutive seconds in the opponents' restricted area.
- Interference with the ball on offence or defence – an offensive/defensive player may not touch the ball when it is in its downward flight and completely above the level of the ring during a shot for a field goal.

Personal Fouls

A foul is an infraction of the Rules when personal contact with an opponent or non-sportsmanlike behaviour is involved:

- **Blocking:** is personal contact, which impedes the progress of an opponent.
- **Charging:** is personal contact, with or without the ball, by moving into an opponent
- **Guarding from the rear:** is personal contact with an opponent by a defensive player from behind the opponent. The mere fact that the defensive player is attempting to play the ball does not justify his making contact with an opponent.
- **Handchecking:** is the action by a defensive player in a guarding situation where the hand(s) are used to contact an opponent to either impede his progress or to assist the defensive player in guarding his opponent.
- **Holding:** is personal contact with an opponent that interferes with his freedom of movement. This contact (holding) can occur with any part of the body.
- **Illegal use of hands:** occurs when a player contacts an opponent with his hand(s) in an attempt to play the ball. If such contact is only with the opponent's hand while it is on the ball, it shall be considered incidental.
- **Pushing:** is personal contact with any part of the body that takes place when a player forcibly moves or attempts to move an opponent who has or does not have control of the ball.
- **Illegal screening:** is an attempt to illegally delay or prevent an opponent who does not control the ball from reaching a desired position on the playing court.



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Penalty

A personal foul shall be charged to the offender in all cases. In addition:

- If the foul is committed on a player who is NOT in the act of shooting: the game shall be resumed by a throw in by the non-offending team from out of bounds nearest the place of the infraction.
- If the foul committed on a player who IS in the act of shooting:
 - a) If the goal is made, it shall count and one (1) free throw shall be awarded.
 - b) If the shot for goal for 2 points is unsuccessful, two (2) free throws shall be awarded.
 - c) If the shot for goal for 3 points is unsuccessful, three (3) free throws shall be awarded.
- If a foul is committed by a player while his team is in control of the ball: the game shall be resumed by a throw in by the non-offending team from out of bounds nearest the place of the infraction.
- Each player is limited to 5 fouls and is then no longer entitled to play
- A team is in a team foul penalty situation when it has committed four (8) team fouls in a period. The penalty is two free throw shots.

Technical Foul

Technical fouls by a player are all player fouls, which do NOT involve contact with an opponent.

- A player shall not disregard admonitions by Officials or use non-sportsperson-like tactics such as:
 - a) disrespectfully addressing or contacting an Official,
 - b) using language or gestures likely to offend,
 - c) baiting an opponent or obstructing his vision by waving his hands near his eyes,
 - d) delaying the game by preventing the throw in being taken promptly,
 - e) entering the court as a substitute without reporting to the Scorer and being beckoned by an Official,
 - f) grasping the ring in such a way that the ring supports the weight of the player (a player may grasp the ring if, in the judgment of the Official, he is trying to prevent injury to himself or to another player).

Competition Points

- Win = 3 Points
- Draw = 1 Point
- Loss = 0 Point
- Forfeit = -3 Points
- Bye = 0 Points