

## BASKETBALL RULES

### 1) The Court and Scoring

- a) The court is made up of the black lined basketball court.
- b) 2 points will be awarded for every basket made inside the arc. 3 points will be awarded for every basket made outside the arc. 2 or 3 points (depending on where the shot is from) will be awarded automatically if a player is fouled while shooting and an additional 1 point will be awarded if the basket is made.

### 2) Teams, Players & Substitutions

- a) Teams must have a minimum of **three players** to allow play to start, and may have no more than five players on court at any one time.
- b) Teams may have up to 10 players, including substitutes.
- c) Teams must have at least one person of each sex on the court at all times.
- d) Unlimited substitutions can be made when the ball is out of bounds. The game does not need to be stopped for this to occur. The substituting player must leave the court before the replacement player enters.
- e) All players are expected to wear **appropriate, non-marking athletic footwear**. No sharp jewellery or adornments should be worn while playing.

### 3) Match Duration

Matches will consist of 2 x 13 minute halves, with a 2 minute break for half time. There will be no timeouts.

### 4) Start & Restart of Play

- a) The start of each half will be decided by a tossed ball at halfway.
- b) In the instance a ball goes out of play, play will be restarted from the area the ball went out with a pass.
- c) When a basket is scored, the defending team will gain possession on their base line, and restart play with a pass.

### 5) Out of Bounds

- a) A ball is out of bounds when it touches any person, object or surface that is not in or part of the playing area e.g. sports hall walls, and the net that separates the two courts. The court lines are not considered out of bounds.

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### 6) Violation

- a) A violation results in the awarding of the ball to the opponents:
- b) **Travelling** – Is a violation that happens when a player takes more than 2 steps without bouncing the ball on the floor.
- c) **Double Dribble** – Occurs when a player stops dribbling the ball and then starts dribbling again or bounces the ball with their two hands at one.
- d) **Carry** – Occurs when you twist your hand past the vertical when in contact with the ball. In other words, the hand must always remain on top of the ball.

### 7) Fouls and Free-Throws

- a) Basketball is generally said to be a non-contact game. There are two types of fouls:
- b) **Defensive Fouls** - They occur when the offensive player is being fouled by the defender. Defenders should not block, push, trip, strike or hold the player in possession of the ball. If the offensive player is not in the act of shooting they will be awarded a throw in from the side of court. If the offensive player was in the process of shooting the ball their team will automatically be awarded one point.
- c) **Offensive Fouls** - a player on offense commits an offensive foul when charging into a stationary defender. These fouls result in a change of possession to the opposing team.
- d) There will be no team fouls in operation. However, if an individual is fouling too much the referee can ask them to be substituted at their discretion.

### 8) The Referee

- a) Referees have the right to warn, ask to leave or eject from the UniRec Sports Hall any player or spectator whom they deemed to have brought the game in to disrepute.
- b) The referee's decision is final.

### 9) The Competition

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- a) A default will be recorded as 20-0 win to the non-offending team. Teams that repetitively default will be warned, and subsequently removed for on-going defaults without refund.
- b) In the event a team cannot meet the requirements to play e.g. incorrect player requirements, the non-offending team will be offered two options;
  - i) The game recorded as a default win.
  - ii) The game to be played under new parameters that are agreed upon by both teams **prior to the game commencing.**
- c) If a game is drawn, it will be recorded as such unless the game is a major semi-final / final
- d) In the case a major semi-final / final is drawn, teams will proceed to a shootout.
- e) Teams will nominate five different players to take shots from the nominated spot (the umpire will demonstrate the spot). All of the players' feet must remain behind the line when taking the shot.
- f) The team with the most goals scored from five shots will win the shootout. If the scores are drawn at the end of five shots, teams will move to a sudden death format. The first team to score while their opponent misses will win.
- g) Only music from the UniRec sound system can be played in the sports hall during Social Sport competition.