



LUNCHTIME SOCIAL SPORT

Basketball Rules

Semester 1 2009

Team size

- Teams must consist of at least 5 registered players
- There must be at least 3 players on the court to begin a match, no more than 5 per team
- Each team is limited to a maximum of 10 players

Match Duration

- Matches consist of 2 x 8 minute halves with continuous running clock
- There will be 4 minute intervals between games
- No half-time is included, teams will continue to play after switching sides
- The length of matches may be extended for Finals games
- Extra time will include 5 minutes (for finals only)
- If still tied after extra time, the golden goal rule applies

Substitutions

- Substitutions and team changes may be made:
 - At an interval when play is stopped
 - For injury or illness
- When a substitution or team change is made, both teams have the right to make subs or 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

Fouls

- 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 (4) team fouls in a period (1 & 1 free-throw shot)
- If player is in the act of shooting and is fouled, the player will shoot 2 or 3 free-throws depending where the shot was taken
- Charging is called when illegal personal contact, with or without the ball, is committed by pushing or moving into an opponent's torso
- Personal fouls include:
 - Pushing, tripping, leaning, holding or other forms of physical contact against an Opponent

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



Live Ball

- The ball becomes live during the jump ball, unless the ball is legally tapped by a jumper
- During a free throw, the ball is at the disposal of the free-throw shooter
- During a throw-in, the ball is at the disposal of a player for the throw-in

Dead Ball

- Any field goal or free-throw is made
- An official blows his whistle while the ball is live
- Game clock signal sounds for the end of the half
- When ball is deliberately kicked or blocked with any part of the leg

Scoring goals

- A basket is scored when the ball is shot or goes over and completely through the ring by a player from any point within the court.

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 (rotates 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

Miscellaneous

- A player shall not remain in the opponents' restricted area for more than 3 consecutive seconds while his/her team is in control of a live ball in the frontcourt during game play
- Teams will not have any time-outs
- Free-throws are worth 1 point

Referees

- During pool matches, one referee will be assigned per game
- Referees discretion on calls will be final and any misconduct on decisions can result in offending players being asked to leave the court.

Any abuse or gross misconduct directed at referees or other players will result in exclusion from the game, loss of deposit and possible suspension of the team from the competition.



Finals & prize money

- After all normal rounds of games are played, the top 4 teams according to overall record will proceed through to play in a single elimination tournament to decide which team is the overall winner of the competition. This final round tournament is played in Week 13
- The overall winner and runner up are awarded prize money. *No other teams will receive prize money*
- The maximum amount that may be awarded to the winning team is \$100. The maximum amount that may be awarded to the runner up is \$50. Actual amounts awarded are dependant on the number of teams registered in the competition

Any questions or concerns refer to the official or the 2008 NSW Basketball rules and regulations