



Basketball Rules

- The maximum team limit is 10 players and a coach.
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- Each player is strictly required to bring and deposit their VAJRA ID cards at the table in order to play the match.
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- A team member is only entitled to play when his name has been entered on the score-sheet before the start of the game and as long as he has neither been disqualified nor committed five (5) fouls.
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- Each team member shall wear a shirt numbered (4-15) on the front and back with plain numbers, of a solid color contrasting with the color of the shirt. The numbers should be clearly visible.
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- Any equipment that is designed to increase a player's height or reach or in any other way gives an unfair advantage is not permitted. Also, any equipment that can harm other players is also not allowed.
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- The captain should immediately, at the end of the game, inform the referee if his team is protesting against the result of the game and sign the score sheet in the space marked "Captain's signature" in case of a protest.

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NOTE: A team is supposed to report at the respective court 20 minutes before their match. The match will not be rescheduled in case of a common player in more than 1 sport.

Playing Time, tied score and extra periods:

- The game will consist of four (4) periods of ten (10) minutes.
- There shall be an interval from play of twenty (20) minutes before the game is scheduled to begin.
- There shall be intervals in play of two (2) minutes between the first and second period (first half), between the third and fourth period (second half) and before each extra period,
- There shall be a half-time interval in play of ten (10) minutes.
- If the score is tied at the end of playing time for the fourth period, the game shall continue with as many extra periods of five (5) minutes as necessary to break the tie.
- If a foul is committed when or just before the game clock signal sounds for the end of playing time, any eventual free throw(s) shall be administered after the end of the playing time.
- If an extra period is required as a result of this free throw(s) then all fouls that are committed after the end of playing time shall be considered to have occurred during an interval of play and the free throws shall be administered before the beginning of the extra period.

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- The match starts with a jump ball, players of the same team may not occupy adjacent positions. If the opponent had occupied one of those positions, jump ball may be cancelled and redone if the referee finds it incorrect.
- Alternating possession procedure applies to all jump ball situations (except in the beginning). The teams will get alternate possession of the ball for a throw-in.
- The ball is played with hand(s) only. It can be passed, tapped, dribbled, rolled in any direction subject to the restriction of some rules.
- A player shall not run with the ball, deliberately kick it, block it with any part of the leg or strike it with his/her fist. However if the touch with any part of the body, other than the hands, is accidental then it may not be given as a violation.
- A goal is made when a live ball enters the basket from above and remains within or passes through the basket. The ball is considered to be within the basket when the slightest part of the ball is within and below the level of the ring.

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Points for various goals

- Free Throw-1 pt.
- A field goal from 2 pt field goal area-2 pts
- A field goal from 3 pt field goal area-3 pts.
- A player taking a throw-in should not take more than 5 seconds and should not cross or touch the boundary lines before making the pass.

Rules for Time Out

- Each time-out shall last for one (1) minute.
- A time-out may be granted during a time-out opportunity.
- A time-out opportunity begins when:
 - For both teams: The ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
 - For both teams: The ball becomes dead following a successful last or only free throw.
 - For the non-scoring team: A field goal is scored.
- *A time-out opportunity ends when the ball is at the disposal of a player for a throw-in or for a first or only free throw.*
- *Two (2) time-outs may be granted to each team at any time during the first half; three (3) at any time during the second half and one (1) during each extra period. Unused time-outs may not be carried over to the next half or extra period.*

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- *A time-out shall not be permitted to the scoring team when the game clock shows 2:00 minutes or less of the fourth period and of each extra period and, following a successful field goal unless an official has stopped the game.*

Game lost by forfeit:

- *If the team is unable to field five players till 15 minutes after the scheduled starting time of the game or if the team refuses to play the match then the match is awarded to the opponent by a 20-0 win margin.*
- *When the ball goes out of bounds then it will be awarded for throw in to the opponent team to the team whose member last touched the ball.*
- *A person cannot dribble with both hands and dribble again after once he has stopped dribbling.*

Travelling:

- *A player cannot run holding the ball, cannot move his both feet while holding the ball, only the foot other than the pivot can be moved.*
- *Three seconds: A player cannot be in the restricted red area for more than 3 seconds.*

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- *8 seconds: A team must take the ball to its front court within 8 seconds.*
- *24 seconds: A team should take a shot attempt within 24 seconds at least touching the ring.*
- *A live ball returned to the back-court should be considered a violation.*
- *A player should not disturb the shot attempted ball in its downward motion except when there is no possibility of the ball entering the basket.*
- *No shouldering, holding, pushing, tripping, or striking in anyway to an opponent shall be allowed.*

Unsportsmanlike foul:

- Two such fouls will surely disqualify the player or even the first one. Free throws are awarded and also the throw in if it is disqualifying foul.

Technical foul:

- Two (2) free throws shall be awarded to the opponents, followed by:
- A throw-in at the center line extended, opposite the scorer's table.
- A jump ball in the center circle to start the first period.

Five fouls:

Any player committing five fouls whether personal or technical will have to leave the court within 30 seconds after being informed by the officials.

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Team fouls:

- A team is in a team foul penalty situation when it has committed four (4) team fouls in a period. All the subsequent fouls will award the opponents (offending) with free throws. If the foul is on defending team then simple throw in will be awarded.

Free Throws:

- A free throw is awarded in case of a foul against a player in shooting action (who is Attempting shot), or in case of technical or unsportsmanlike fouls.
- Any new rule or a change in rules will be informed to the teams by the event coordinators prior to the beginning of the match.
- In any case, the decision of the referee and the officials shall be considered final.

Rules for tie-breakers:

- If two teams have same points in the first round then the head-to-head winner of the two teams will be considered eligible for the next round.
- If all the three teams in the group have the same points then score difference of group matches will be calculated. If a team wins one match by 50-30 and losses other by 18-40 then its score difference will be $(50+18)-(30+40) = -2$. The team with the highest positive score difference will qualify for the next round.
- If the two teams have the same score difference and greater than the third one then head-to-head winner of the two teams will be considered eligible for the next round.

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- *If all the three teams have the same score difference then the winner will be decided by lottery.*

*****Rules & schedule are subject to change in the spirit of the game & festival. The final decision rests with the VAJRA organizing team.***


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