

BASKETBALL

BOYS + GIRLS

Rules:

1. OLD DIMENSIONS.
2. The game will be of 4 quarters of 10 minutes each with 2 minutes break after a quarter and 5 minutes break at half-time.
3. Teams should report to the basketball court half an hour before their match.
4. Use of abusive language or foul language during the play can lead to technical fouls or expulsion depending on the referee.
5. 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 minutes as is necessary to break the tie.
6. An interval of play ends:
 - At the beginning of the first period when the ball leaves the hand(s) of the referee on the jump ball.
 - At the beginning of all other periods when the ball is at the disposal of the player taking the throw-in.
7. A jump ball situation occurs when:
 - A held ball is called.
 - The ball goes out-of-bounds and the officials are in doubt or disagree about which of the opponents last touched the ball.
 - A double free-throw violation occurs during an unsuccessful last or only free throw.
 - A live ball lodges between the ring and the backboard (except between free throws).
 - The ball becomes dead when neither team had control of the ball nor was entitled to the ball.
 - After the cancellation of equal penalties against both teams, there are no other foul penalties remaining for administration and neither team had control of the ball nor was entitled to the ball before the first foul or violation.
 - All periods other than the first period are to begin.
8. A player shall not run with the ball, deliberately kick or block it with any part of the leg or strike it with the fist.
9. The player taking the throw-in shall not:
 - Take more than five (5) seconds to release the ball.
 - Step into the playing court while having the ball in his hand(s).
 - Cause the ball to touch out-of-bounds, after it has been released on the throwing.
 - Touch the ball on the playing court before it has touched another player.
 - Cause the ball to enter the basket directly.

10. During the throw-in other player(s) shall not:

- Have any part of their bodies over the boundary line before the ball has been thrown-in across the boundary line.
- Be closer than one (1) m to the player taking the throw-in when the throw-in place has less than two (2) m between the boundary line and any out-of-bounds obstructions.

11. Time-out:

Each time-out shall last 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.

12. Game lost by forfeit :

A team shall lose the game by forfeit if:

- Fifteen (15) minutes after the scheduled starting time, the team is not present or is unable to field five (5) players ready to play.
- Its actions prevent the game from being played.
- It refuses to play after being instructed to do so by the referee.

13. Player out-of-bounds and ball out-of-bounds

The ball is caused to go out-of-bounds by the last player to touch or be touched by the ball before it goes out-of-bounds, even if the ball then goes out-of-bounds by touching something other than a player.

If the ball is out-of-bounds because of touching or being touched by a player who is on

or outside the boundary line, this player causes the ball to go out-of-bounds.

If a player(s) move(s) out-of-bounds or to his back court during a held ball, a jump

ball situation occurs.

14. A player shall not dribble a second time after his first dribble has ended unless between the two (2) dribbles he has lost control of a live ball on the playing court because of:

- A shot for a field goal.
- A touch of the ball by an opponent.
- A pass or fumble that has been touched.

If one foot is touching the floor, that foot becomes the pivot foot.

If both feet are off the floor and the player lands on both feet simultaneously, the moment one foot is lifted, the other foot becomes the pivot foot.

If both feet are off the floor and the player lands on one foot, then that foot becomes the pivot foot. If a player jumps off that foot and comes to a stop landing on both feet simultaneously, then neither foot is a pivot foot.

Progressing with the ball for a player who has established a pivot foot while having the control of a live ball on the playing court:

- While standing with both feet on the floor:
To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s). To pass or shoot for a field goal, the player may jump off a pivot foot, but neither foot may be returned to the floor before the ball is released from the hand(s).

15. A player shall not remain in the opponents' restricted area for more than three (3) consecutive seconds while his team is in control of a live ball in the front court and the game clock is running.

16. A closely guarded player must pass, shoot or dribble the ball within five (5) seconds.

17. Whenever:

- A player gains control of a live ball on the playing court,
- On a throw-in, the ball touches or is legally touched by any player on the playing court and the team of that player taking the throw-in remains in control of the ball, that team must attempt a shot for a field goal within twenty-four (24) seconds.

To constitute a shot for a field goal within twenty-four (24) seconds:

- The ball must leave the player's hand(s) before the twenty-four (24) second clock signal sounds, and
- After the ball has left the player's hand(s), the ball must touch the ring or enter the basket.

18. A player whose team is in control of a live ball in their front court may not cause the ball to be illegally returned to his back court.
19. In an event of all 3 teams in a pool winning a match in the league, difference in points will be taken into account to declare the result.
20. Other FIBA rules apply.