



Malaysia Midwest Games

Sports Rules

Basketball

1. Forfeits

- 1.1. Players are expected to be present at the court 10 minutes before their match start; failure to do so may result in a forfeit from the competition.
- 1.2. A team is required to have two players to start and continue a game.
- 1.3. Should a team be issued four technical fouls in one game, the game shall be forfeited to the opposing team.

2. Equipment / Attire

- 2.1. All players are prohibited from wearing the following:
 - 2.1.1. Jewelry – which includes, rings, necklaces, earrings
 - 2.1.2. Hats and bandanas
 - 2.1.3. Casts are illegal

3. Game Play and Timing

- 3.1. Total of **8 teams**, with **12 players** per team including substitutes, split into leagues of 4 teams. 2 teams from each league will advance to semi-final rounds.
- 3.2. Regular Games
 - 3.2.1. Two 22-minute halves.
 - 3.2.1.1. The first half shall be running time and timed by a central clock.
 - 3.2.1.2. The first 20 minutes of the second half shall be running time and timed by a central clock.
 - 3.2.1.3. The last two minutes of the second half, as well as any overtime play, shall be kept on the court by an official. If the point differential is more than 10, the clock keeps running. If 10 or less, the clock shall be stopped per National Federation rules. The clock does not stop after made baskets.
 - 3.2.2. Five minute half-time.
 - 3.2.3. A jump ball shall determine initial possession.
 - 3.2.4. No time outs.
 - 3.2.5. If the officials need to stop the game for a serious injury or other unforeseeable reason during running time, time cannot and will not be made up.
 - 3.2.6. Tie games will be resolved by a two-minute overtime. If the tie still exists after the overtime period has been played, both teams will be credited with a win. A jump ball shall determine initial possession in the overtime period.
- 3.3. Timing for semi-finals and finals
 - 3.3.1. Timing shall be the same as in regular-season games.
 - 3.3.2. Time-outs
 - 3.3.2.1. One 1-minute timeout per half per team, non-cumulative.
 - 3.3.2.2. One 30-second timeout is given during each overtime period, non-cumulative.
 - 3.3.2.3. At any time the game situation warrants, the referee may stop play with an official's time-out.
 - 3.3.3. Each game will be individually timed at the scorer's table.

- 3.3.4. Five minutes between halves.
- 3.3.5. Overtime periods are two minutes long with clock stopped on all whistles as in the last two minutes of regulation time.
- 3.3.6. One minute between the end of regulation play and overtime, and between any additional overtime periods.
- 4. **Jump Ball**
 - 4.1. Each game or overtime period will begin with a jump ball.
- 5. **Alternating Possessions**
 - 5.1. In all jump-ball situations, other than the start of the game and each extra period, the teams will alternate taking the ball out of bounds for a throw-in. Alternating-possession throw-ins shall be from the out-of-bounds spot nearest to where the ball was located. An alternating-possession throw-in shall result when: a held ball occurs, a live ball lodges between the backboard and ring, the beginning of the second half, and other situations as deemed by the referee.
- 6. **Substitutions**
 - 6.1. A substitution may be made only after the ball has been blown dead by an official. Substitutes may not enter the game after a field goal.
 - 6.2. A substitute's name (first and last) must be on the score sheet. Substitutes must enter the game from the scorer's table.
 - 6.3. The substitutes may enter only upon being waved in by an official. The substitutes must gain the official's attention (by yelling "substitute"). The official will then wave in the substitute.
- 7. **Fouls and Free Throws**
 - 7.1. Illegal Contact: Contact by a player against an opponent that meets ANY of the following criteria and gains an advantage for the player causing contact:
 - 7.1.1. Pushing: Using the arms or body to displace an opponent or put them off balance.
 - 7.1.2. Illegal Use of Hands: Using the arms or hands to illegally interfere with the legal arm/ action of an opponent.
 - 7.1.3. Blocking: Interfering with the movement of an opponent WITHOUT establishing a legal guarding position (reasonable time and distance for opponent to avoid collision)
 - 7.1.4. Holding: Using the arms or hands to impede the progress of an opponent.
 - 7.1.5. Charging: When a ball handler causes contact on the torso of an opponent who has legal guarding position.
 - 7.1.6. Hand Checking: Using the hands to change the path of an opponent or interfere with their speed or balance.
 - 7.2. Types of Fouls:
 - 7.2.1. Personal Foul: Any illegal contact between two opponents while the ball is live, during a throw in, or against an airborne shooter.

- 7.2.1.1. Foul in the act of shooting: Foul against a player who has started the habitual movement for a try/tap for a goal OR a foul against an airborne shooter.
 - 7.2.1.1.1. Airborne shooter: A player that has released the ball for a try or tap for a goal and has not yet returned to the floor.
- 7.2.1.2. Player Control Foul: Foul by a player in control of the ball OR by an airborne shooter
- 7.2.1.3. Team Control Foul: Foul by a teammate of a player in control of the ball. (No team control during a try/tap for a goal or during a throw in).
- 7.2.2. Technical Foul: Any illegal contact that is not a personal foul (i.e. while the ball is dead), any unsportsmanlike conduct, and any violation of basketball administrative policy.
 - 7.2.2.1. Administrative Technical Foul: Any of the following are administrative technical fouls.
 - 7.2.2.1.1. Incorrect number on score sheet*; Player participates without adding name and number to score sheet*; More than 5 participants on court (live ball); Delaying the restart of play^; Interfering with the ball following a goal^; Touching or dislodging the ball when in opponents possession for a throw in;
 - 7.2.2.1.2. *One penalty for any number of infractions
 - 7.2.2.1.3. ^After a team delay warning
 - 7.2.2.1.4. PENALTY: 2 points and throw in at half court
- 7.2.3. Unsportsmanlike Technical Foul: Any unsporting conduct directed towards an official or an opponent (including baiting, taunting, and resenting gestures); inappropriate language/gestures; removal of jersey or shorts in protest; faking being fouled; goaltending during a free throw; intentional foul while the ball is dead
 - 7.2.3.1. PENALTY: 2 points and throw in at half court.
- 7.2.4. Flagrant Technical Foul: Any of the above technical fouls committed in a savage, violent, or abusive way; flagrant foul while the ball is dead.
 - 7.2.4.1. PENALTY: Offender Ejected. 2 points and throw in at half court for opponent.
- 7.3. Personal Foul Severity Definitions
 - 7.3.1. Common Foul / Foul in the act of shooting: No malicious intent. Common illegal contact.
 - 7.3.2. Intentional Foul: Contact that negates an advantage and/or involves excessive force. Also, any foul that is designed specifically to stop the clock with no intent to play the ball will be considered intentional.
 - 7.3.3. Flagrant Foul: Contact that is violent or savage in nature and/or includes intent to injure. Fighting is considered a flagrant act.
- 7.4. Personal Foul Penalties

- 7.4.1. A player receiving 5 personal fouls will be disqualified.
- 7.4.2. A player receiving 2 technical fouls will be disqualified.
- 7.4.3. A player receiving 1 flagrant foul will be disqualified.
- 7.5. Personal Foul Penalties (non-shooting):
 - 7.5.1. Common Foul (team not in control):
 - 7.5.1.1. Penalty: If the fouled team is NOT in the bonus (opposing team has less than 7 fouls for that half) – THROW IN.
 - 7.5.1.2. Bonus Penalty: If the fouled team is in the bonus (opposing team's 7th, 8th, or 9th team foul for that half) – one free throw plus one bonus free throw if successful (1 and 1).
 - 7.5.1.3. Dbl. Bonus Penalty: If team is in the double bonus (opposing teams 10th foul or more for that half) – two free throws.
 - 7.5.2. Common Foul (player control): Throw in for fouled team
 - 7.5.3. Common Foul (team control): Throw in for fouled team.
 - 7.5.3.1. NOTE: No bonus free throws are shot for player control or team control fouls. If the control foul is intentional or flagrant, use the following penalties in place of the throw in.
 - 7.5.4. Intentional Foul: Two free throws and a throw in nearest the spot of the foul for the fouled team.
 - 7.5.5. Flagrant Foul: Two points and a throw in nearest the spot of the foul for the fouled team. Fouling player is ejected.
- 7.6. Personal Foul Penalties (shooting, ball goes in)
 - 7.6.1. Regular Shooting Foul: Count the basket, 1 free throw for fouled player.
 - 7.6.2. Player Control Foul (foul by player attempting shot or airborne shooter): No basket, throw in for fouled team.
 - 7.6.3. Intentional Foul: Count the basket, 2 free throws for fouled player, throw in for fouled team.
 - 7.6.4. Flagrant Foul: Count the basket, fouling player is ejected, 2 points for fouled team, throw in for fouled team.
- 7.7. Personal Foul Penalties (shooting for X points, ball does NOT go in)
 - 7.7.1. Regular Shooting Foul: X free throws for the fouled player
 - 7.7.2. Player Control Foul: Throw in for fouled team.
 - 7.7.3. Intentional Foul: X free throws for the fouled player. Throw in for fouled team.
 - 7.7.4. Flagrant Foul: X points for fouled team, fouling player is ejected, throw in for fouled team.

8. Coaches, Players, and Spectators

- 8.1. In a single-sex game, the minimum number of players to start and/or continue a game is two (2); the maximum number of players allowed on the court during play is five (5)
- 8.2. All spectators must stand on their team's side of the bench area, past the end of the bench nearest the end line.