



ZED ELSHEIKH ZAYED

مَحْكَمَةُ زَيْدٍ ZED

BASKETBALL RULE BOOK

1. Eligibility

- Only REGISTERED players are allowed to participate. NO other player is allowed under any circumstances.
- In case of emergencies, NO NON-REGISTERED players will be allowed.
- Outsider Players: Not allowed. Teams fielding outsiders will lose match points for any game in which that player participated.
- Players must have their IDs and submit them to the organizing team before match kickoff. NO PLAYER will be allowed to participate without submitting their physical ID.

2. Player Conduct

- **Sportsmanship:** Zero tolerance for match fights; disqualification is possible. Unprofessional behavior can result in suspension of the player for a duration determined by the Referee Committee.
- **On-Court Behavior:** Any disrespect to referees, organizers, or other players will not be tolerated and may result in suspension or points deduction as determined by the Referee Committee.
- **Violence:** Any act of violence will lead to immediate disqualification.
- **Smoking:** Prohibited on or around the court.

3. Court and Ball

- **Court Size:** Half of a traditional basketball court (11m x 15m).
- **Ball:** Uses a dedicated 3x3 ball, smaller than a standard basketball (size 6).

4. Team Composition

- **Players:** 3 on the court, 2 substitutes.
- **Substitutions:** Made during dead-ball situations.

5. Game Duration

- **Game Length:** 10 minutes or first to 21 points.
- **Overtime:** First team to score 2 points wins if tied at the end of regulation.

6. Scoring

- **Inside the Arc:** 1 point.
- **Outside the Arc:** 2 points.
- **Free Throws:** 1 point.

7. Gameplay

- **Start:** Coin toss decides first possession.
- **Check Ball:** The ball must be "checked" (exchanged with the defense) after a dead ball.
- **Shot Clock:** 12 seconds.
- **Clear:** After a made basket, foul, or violation, the ball must be taken behind the arc.

8. Fouls and Free Throws

- **Foul Limit:** Team fouls reset every game. On the 7th foul, opponents get 2 free throws; on the 10th and subsequent fouls, they get 2 free throws and possession.
- **Shooting Fouls:**
 - **Inside the arc:** 1 free throw.
 - **Outside the arc:** 2 free throws.

9. Winning

- **Points:** First to 21 or leading after 10 minutes.
- **Overtime:** First to 2 points in overtime wins.

10. Other Rules

- **No Coaching:** Coaches cannot intervene during the game.
- **Stalling:** Stalling is not allowed; the referee can issue a delay-of-game warning.

MATCHDAY RULES

1. Punctuality

- Teams arriving more than 5 minutes late will forfeit the match (opponent awarded a 3-0 win and 3 points).
- Teams withdrawing before the match forfeit, and the opponent will be awarded a 3-0 win and 3 points.
- A minimum of 3 players is required to start a match.

2. Attire & Equipment

- Official team kits must be worn throughout the game and are non-exchangeable.
- Hand accessories are not allowed.

3. Match Conduct

- On-court video cameras cannot be used by players, referees, or officials to review incidents.

PLAYER CODE OF CONDUCT

- **Adherence:** Comply with the Laws of The Game.
- **Behavior:** Uphold and showcase high behavioral standards.
- **Fair Play:** Promote and embrace fair play.
- **Respect for Officials:** Accept referee decisions without resorting to criticism.
- **Communication:** Avoid offensive, insulting, or abusive language.
- **Respect:** Treat teammates, opponents, and coaching staff with respect.
- **Conduct:** Avoid bullying, intimidation, or harassment.
- **Mistakes:** Acknowledge that errors can happen.
- **Post-Match Etiquette:** Win or lose gracefully; always shake hands with opponents and referees post-match.