

Basketball rules

Games

Games consist of two twenty minute halves, with a two minute half-time break and a three minute pre-game period.

All basketball games are centrally timed and will start as per the fixtured times:

- Game times are 6pm, 6.45pm, 7.30pm, 8.15pm, 9pm, 9.45pm.

Rule modifications/clarifications

All rules are as per the official FIBA (International Basketball Federation) rule book, with Lords amendments as detailed below:

- One fifty second timeout per team per half is allowed. During a timeout the clock will continue to run.
- No timeouts may be called in the last three minutes of either half. All timeouts must conclude by the three minute mark of either half.
- No more than three players from either gender on court for the mixed competition.
- Males cannot block females in the mixed competition (arms may extend upwards but no jumping).

Any rule changes that are made by FIBA during the season will be adopted for the commencement of the new season. This is to provide stability and continuity throughout each season.

Teams/players

- All players must be sixteen years or older to compete.
- There is to be a maximum of ten players per team (five playing and five substitutes).
- A minimum of four players are required to start the game.
- No additional players may be added to the score sheet after the commencement of the second half.
- Sharp adornments, including jewellery, must be removed or taped. Fingernails must be cut short or taped (gloves are acceptable) to the satisfaction of the official.
- Fill-in players may only come from one grade above and any lower grades than the grade being played. There is a maximum of two fill-in players per game.
- Players must have played a minimum of four games to qualify for finals.
- All participants play at their own risk.

Uniforms

- All players must be in uniform by the fourth week of fixtures.
- Uniforms are to be of same colour, with individual numbers on the front and/or back (numbered bibs are acceptable).
- Numbers shall be in the range 0 - 99.
- Players are not permitted to wear the same number as a teammate. Teams who do so will be penalised accordingly

Penalties:

- Two points per player out of uniform (to a maximum of ten points).
- Penalties are to be added to the score sheet before commencement of the second half.

In the event of a uniform clash, the team mentioned second on the score card shall wear bibs provided by Lords.

Late arrivals

Penalties:

- The team must be on court and ready to play by the start of the first half (after the two minute warm-up period)
- If a team is not ready they will be penalized two points for every minute of game time they are not ready on court (to a maximum of ten points)
- Penalties are to be added to the score card before commencement of the second half.

After ten minutes of game time has passed, the official may declare the game a forfeit if a team cannot field the minimum amount of players to start a game.

Fouls

Personal fouls – these include any type of illegal physical contact such as hitting, pushing, slapping, holding, or an illegal pick/screen – when an offensive player sticks out a limb and makes physical contact with a defender in an attempt to block the path of the defender.

Inbounds – if fouled while not shooting, the ball is given to the team the foul was committed upon. They take the ball at the nearest side or baseline, out of bounds, and have five seconds to pass the ball onto the court.

Charging – an offensive foul that is committed when a player pushes or runs over a defensive player. The ball is given to the team that the foul was committed upon.

Blocking – illegal personal contact resulting from a defender not establishing position in time to prevent an opponent's drive to the basket.

Flagrant foul – violent contact towards an opponent. This includes hitting, kicking, and punching. This type of foul results in free throws plus the offense retaining possession of the ball after the free throws.

Intentional foul – when a player makes physical contact with another player with no reasonable effort to steal the ball. It is a judgment call for the officials.

Technical foul – can go to a player or a coach and is about the 'manners' of the game. Foul language, obscenity, obscene gestures, and even arguing can be considered a technical foul, as can technical details regarding filling in the scoresheet improperly.

Violations

Walking/travelling – taking more than 'a step and a half' without dribbling the ball is travelling. Moving your pivot foot once you've stopped dribbling is travelling.

Double dribble –dribbling the ball with both hands on the ball at the same time or picking up the dribble and then dribbling again is a double dribble.

Jump ball – two or more opposing players will gain possession of the ball at the same time. In order to avoid a prolonged and/or violent tussle, the referee stops the action and a jump ball will take place.

Goaltending – if a defensive player interferes with a shot while it's on the way down toward the basket, while it's on the way up toward the basket after having touched the backboard, or while it's in the cylinder above the rim it is considered goaltending and the shot will count. If the above is committed by an offensive player, it is also a violation and the ball is awarded to the opposing team for a throw-in.

Backcourt violation – once the offense has brought the ball across the mid-court line, they cannot go back across the line during possession. If they do, the ball is awarded to the other team to pass inbounds.

Key violation – offensive or attacking players are allowed to remain for a maximum of **five** seconds in the key, after which they must move out of the key or an attempted shot at the basket is taken.

Suspensions

- The earning of three 'technical fouls' over the course of a season will result in an automatic one week suspension for the following week for that player.
- Please note that this suspension is a minimum and if a participant warrants it, or ongoing player indiscretions occur, a report shall be made to the coordinator of sports and programs and may result in further or lengthier penalties.

Forfeits

If a team cannot field enough players for a fixtured game, it becomes a forfeit. A forfeit may be called after ten minutes of game time has passed, and a score of twenty-nil will be recorded against the forfeiting team. Forfeit fees apply with all information found in the team condition of entry document. Forfeit fees are charged in accordance with the current set of approved fees and charges and are reviewed on a yearly basis.

Player and spectator code of behaviour

Any breach of the player and spectator code of behaviour may result in the offender(s) being required to leave the facility. Any breach deemed serious may result in the team's removal from the competition.

For more details about the code of behaviour and other information important to your team's participation at Lords, please refer to the team conditions of entry.