

## Basketball rules

### Games

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

Lords will endeavour to appoint two umpires for each game to ensure fair and consistent officiating. However, due to availability or other circumstances, some games may be officiated by a single umpire

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

- Game times are 6:00pm, 6:45pm, 7:30pm, 8:15pm, 9:00pm, 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 must be extended directly upwards and no jumping.) If this occurs, the points will be awarded.
- If a male fouls a female on a shot, the points will be awarded. If a male fouls a female on a shot and the basket is made, one free throw will also be awarded.
- Whether the female has started her shooting motion is to the discretion of the referee, males are allowed to steal the ball if it is deemed the shooting motion has not begun.

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.
- Players must have played a minimum of four games to qualify for finals.
- All participants play at their own risk.

### Uniforms

- Teams must make reasonable efforts to have matching uniforms by the fifth week of fixtures.
- Players must wear clothing that clearly identifies the team they represent to teammates, opponents, and officials. Acceptable forms of identification include matching shirts, singlets, bibs, or other approved team identifiers.
- Team colours should be generally consistent. Variations in shade of the same colour are acceptable and exact colour matching is not required.
- Where player numbers are used, they must be clearly visible on the front and/or back of the garment. Numbered bibs are permitted.
- Teams should avoid duplicate player numbers. Where duplicate numbers create confusion for officials, scorekeepers, or opponents, competition organisers may require the team to rectify the issue.

### Penalties:

- Two points per player out of uniform (to a maximum of ten points).
- Penalties are to be added to the scoreboard at the beginning of the first half, so teams are aware immediately. This will also be noted down on the scoresheet.

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

If bibs are hired, the full set must be returned to reception at the completion of the game. Any missing bibs will result in an additional fee that will be paid before next week's game.

### Late arrivals

#### Penalties:

- The team must be on court and ready to play by the start of the first half (after the three-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 10 points)

- Penalties are to be added to the scoreboard at the beginning of the first half, so teams are aware immediately. This will also be noted down on the scoresheet.

After 10 minutes of game time has passed, the official may declare the game a forfeit if a team cannot field the minimum number 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. The no charge circle is in effect for the men's competition but not the mixed competition.

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

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

**Disqualifying foul** – is any flagrant unsportsmanlike action by a player or team bench personnel. 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. This type of foul results in one free throw plus the offense retaining possession of the ball after the free throw.

## 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** – if two or more opposing players gain possession of the ball at the same time, possession will be awarded in accordance with the possession arrow, as disclosed by the referee.

**Goaltending** – if a defensive player interferes with a shot while it's on the way down toward the basket. If this is committed by an offensive player, it is also a violation, and the ball is awarded to the opposing team for a throw-in. For further explanation please refer to the official FIBA rules.

**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 **three** seconds in the key for men's and **five** for mixed, 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.
- If a player receives two 'technical fouls' on the same night and is ejected, they will be automatically suspended for the following week.
- 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 Lords management and may result in further or lengthier penalties.
- Any team who receives more than 10 penalty points in a season may be withdrawn from the competition at the discretion of Lords management with no further correspondence entered.
  - **Basketball** – Technical Foul (1) Point, Ejection (2) points.

## Heat Policy

In the event of games being played on days where the temperature reaches or exceeds 40 degrees Celsius, the game will include a short drink break at the halfway point of each half. This is compulsory and has been implemented for player safety.

## Forfeits

If a team cannot field enough players for a fixtured game, it becomes a forfeit. A forfeit may be called after 10 minutes of game time has lapsed, and a score of twenty-nil will be recorded against the forfeiting team. Forfeit fees apply with all information found in the Teams 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.

Lords reserves the right to cancel or adjust games where required due to player safety and/or court safety. If a game is called off prior to half time, the game will be a draw. If the game is called off after half time the score at that time will stand. The result is final.

### Abandoned Fixtures

Games can be abandoned for numerous reasons including leaks, altercations, and serious injuries. In the event of an abandoned game, the result will be determined by the point of when it was abandoned.

#### Pre-Game

Match result will be a **DRAW** and teams will only receive a free game for the next week if they are not notified before entering the facility. Free games will be given if the team is not notified before entering the facility.

#### Before Half Time

Match result will be a **DRAW** and teams will receive a free game the next week if abandonment is due to anything except an altercation. No free games will be offered if the match is ended by an altercation.

#### After Half Time

Match result will be recorded as what it was at the time of the abandonment of the match. No free games will be given for any match that is abandoned after half time, as the result is deemed final.

### **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.**