CURTIN STADIUM BASKETBALL RULES & REGULATIONS

PLEASE NOTE: The following are basic rules and regulations specific to the Curtin Stadium organised Basketball competitions.

Official Rules can be found at http://www.fiba.com

Nominations and fixtures:
- Please note that it is the team’s responsibility to find out their team’s fixtures. Teams will not be called regarding their games times. All fixtures and results are available on our website http://life.curtin.edu.au/curtin-stadium/social-sport.htm this link will be emailed to team captains and vice captains prior to the first week of competition.
- Management reserves the right to add and change any game times where necessary.
- All teams can expect to get an even spread of game time slots over the season. Game times are between 6.00pm and 10.00pm although games could run early and/or later depending on team numbers.
- Changes to playing grade must be made in the first three weeks of competition (if applicable). These changes will be made at the discretion of the Sports Program Coordinator. Changes will be made in the following instances:
  - A team requests a grade change. Any requests must be made to the Sports Program Coordinator on 9266 7052 or email socialsports@curtin.edu.au
  - The Sports Program Coordinator and/or Umpires believe that a team is not compatible with the grade that they are currently playing in.
- Teams can contact the Sports Program Coordinator on 9266 7052 for any general enquiries.

1. The Playing Area
- Curtin Stadium Main Arena indoor air-conditioned multi-purpose courts.

2. Players
- The maximum number of players on court at any given time is five (5). In Mixed Basketball, a maximum of only three males on court at any one time is permitted. If a team has an incorrect ratio, it either plays with less players (4 – 2 males and 2 females) or plays a ‘friendly’ game with the incorrect ratio but is credited with an automatic loss. The umpire and both team captains must agree upon an automatic loss prior to the start of the game.
- There is no limit to the number of players on the bench.
- The minimum number of players on court without incurring a forfeit is four (4).
- Players can only play for their registered teams. Players can only register for one team
i. Players can only fill-in for teams that play in the division below their team or higher. (Example: player from division 1 can only fill-in for division 1&2 – a player from division 3 can fill-in for divisions 1, 2, 3, 4.)

ii. Teams that bring a player from 2 or more divisions higher will not receive competition points for that game (forfeit loss). It is the team captain’s responsibility to ensure any fill-in players are eligible to play.

3. Player Equipment
   • All players are required to wear a team uniform consisting of the same coloured tops by the end of grading or the third week of competition. Point penalties will be enforced for those wearing a different coloured shirt (3 points per incorrect shirt).
   • All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn, but must be appropriately taped. Failure to do so may result in the ineligibility of the player to participate in the current game.
   • Nails must be cut.
   • Appropriate non-marking covered footwear must be worn.

4. Substitution of players
   • Substitution of players can only occur during a break in play as per FIBA rules

5. To Play
   • Not only does it keep the other team waiting, late starts effect the whole evening’s fixtures times, therefore the clock will start running at the scheduled time. If a team is late, they will be penalised accordingly and the game will go on.

   Penalties:
   - 2 minutes late: 4 points
   - 3 minutes late: 6 points
   - 4 minutes late: 8 points
   - Each minute thereafter: 4 points

   • Games will be forfeited if a team is not ready to play within ten (10) minutes of scheduled starting time.
   • The minimum number of players on court without incurring a forfeit is four (4).

6. Length of the game
   • Games comprise of two (2) x seventeen and a half (17.5) minute halves with a two (2) minute break at half time.
   • A maximum of one (1) x one (1) minute time-outs per half per team. No time-outs in the last three (3) minutes of each half.

7. Methods of scoring
   • Points can be scored from anywhere on court as per FIBA court playing boundaries.
   • A ball shot from behind the 3-point line is worth three (3) points, and any other shot is worth two (2) points. A shot from the free throw line is worth one point.

8. Competition Points
   • Win = 3 points
   • Draw = 2 points
   • Loss = 1 point
   • Forfeit = 0 points (20-0 LOSS)
   • Bye = 0 points
9. **General Rules**

Fouls and Free Passes:
- If referees' decisions are not adhered to, infringing players may be asked to adjust or be warned and penalties and fouls may be given (at the referee’s discretion).
- Once a team receives 6 fouls within one half, all additional fouls (between 7-10) will result in free throws for the opposition. Subsequent fouls after the 10th foul will result with two (2) free throws AND possession of the ball after the two (2) free throws. Team foul counts will reset at the start of the second half.
- Team fouls not reset for extra periods in semis + finals. All team fouls committed in extra period (semis + finals) shall be considered as being committed in the second half. If a foul is committed by the player of the team in possession/control of the ball, or of the team entitled to the ball, such a foul shall be penalised with a throw in for the opponents.

10. **Mixed Basketball rules**
- Males cannot block female shots that are taken outside of the key. Arms may be extended upward but cannot jump to block the shot.

11. **Jump Ball/alternate possession**
The game will be started with a jump ball at the centre circle in the first half. Commencement of the second half will be decided with the alternate possession rule as per FIBA. Any resulting jump ball calls during the course of the game will be decided with the alternate possession rule for the team possession of the ball.
Extra period will begin with a jump ball and subsequent jump ball calls decided with alternate possession rule

12. **Violations**
- A violation is an infringement of the rules.
- The penalty is the loss of the ball by the team that committed the violation.
- The ball is awarded to the opponents for a throw in from out of bounds at the closest point to the infraction.
  - Out of Bounds – Occurs when any part of a player with possession of the ball or the ball goes outside the boundaries of the court. The ball is awarded against the team who caused the out of bounds.
  - Dribble – starts when a player, having gained control of the ball, throws, taps, or rolls it on the floor and touches it again before it touches another player.
  - Travel Rule – a pivot takes place when a player who is holding the live ball steps once or more in any direction with the same foot, while the other foot, called the ‘pivot’ foot, is kept at its point of contact with the floor. Travelling or progressing with the ball (inside the playing court), is the moving of one or both feet in any direction while holding the ball in excess of the limits.
  - Three-second rule- While his/her team is in control of the ball, a player shall not remain for more than three (3) consecutive seconds in the opponents’ restricted area.
  - Interference with the ball on offence or defence – An offensive or a defensive player may not touch the ball when it is in its downward flight and completely above the level of the ring during a shot for a field goal.

13. **Suspensions and Ejections**
- Incidents of a dangerous or unsportsmanlike nature that are reported by the referee or an opposing team will be taken seriously.
- All information regarding the incident will be taken into account and a decision on an appropriate resulting action will be made by the Sports Program Coordinator in consultation with senior staff members.
- Actions may include being removed from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.
• Any player that receives two technical fouls in one game will be ejected from the match. If this results in the team not having enough numbers to play on then that team will forfeit the match.

14. Duty of Care
• For the safety of all social sport participants a penalty will be given against any player, for deliberately or recklessly playing in a manner that does, or could potentially cause harm to another player, as determined by the umpire. It includes unfair play, dangerous play and misconduct that does not meet accepted standards of good sportsmanship.
• The ‘DoC’ penalty will be decided by the umpire/s dependant on the situation, but may result in penalty, send-off, suspension or banning from the competition.

15. Forfeits and Withdrawals
• Teams must attend every fixtured game for the season or notify the Sports Program Coordinator on 9266 7052 or socialsports@curtin.edu.au if they cannot attend a fixtured game and a forfeit will result.
• A game will be declared a forfeit when:
  o A team is not ready to play within (10) ten minutes of the scheduled start time;
  o A team fails to honour their fixtured game (this includes finals).
• Any team forfeiting will incur the following fine’s:
• Any team that has notified the Sports Program Coordinator by 4.00pm the day of the fixture: Normal game fee for that chosen sport.
• Any team that does not show up to a fixture game without notifying the Sports Program Coordinator prior to 4.00pm the day of their fixture will be charged twice (2x) the Normal Game fee for that chosen sport. This is referred to as a ‘NO SHOW FEE’
• Should a team forfeit their game the forfeit fee must be paid the week proceeding a forfeit. Unfinancial teams will not receive competition points. Teams whose payments are up to date prior to their last game will receive their last game free as part of the fee paid at the time of registration.
• Teams with outstanding forfeit fees from previous season will not be eligible for the next season until all fees are paid.
• If a team forfeits their match, the opposing team will be awarded a win 20 – 0 and their game fee will be held over to the following week.

Any team that withdraws from the competition throughout the season will be issued with a $200 withdrawal fee.

16. Finals Procedures
- To be eligible to play in the top 4 play-offs, a player must have played a minimum of 3 games during the season
- In the event of a draw in the final fixtures, teams will go to extra time consisting of five (5) minutes and the team that finishes the extra time with the most point’s wins. In the event that scores are still tied at the end of the extra time, the game will reset, a jump ball will be issued and the first team who scores wins the final.

Players are only eligible to play finals if they have played at least 3 game during the regular season fixtures.