



MIXED BASKETBALL – COMPETITION RULES AND INFORMATION

In this competition, the emphasis is on enjoyment, social atmosphere and skill development/maintenance. All games shall be played as per the [Official Basketball Rules of FIBA](#), except to the extent that they are negated or modified by these rules. All rules are open to the interpretation of the referee and their decision is final.

1. Location

All games will be played on the East and West stadiums, upstairs in the Nona Lee Sports building.

2. Team Registration

Teams must be registered by the Captain or Primary contact through the registration links available on the Campus Sport website.

Full payment of the registration fee must be paid upon completion of this form for a team to be guaranteed entry into the competition.

3. Player Registration

All participants must complete an online registration form before taking the court; they will then be named on the weekly score sheet.

All players are required to sign the score sheet prior to taking the court – all players must play a minimum of 1 game to participate in finals. If a player does not sign the sheet, that match will not count towards games played. **Any player not signed for the required number of games will not be eligible to participate in finals.**

If a player has not registered online, they must still write their name on the scoresheet. While this will not count towards their finals eligibility, they will be covered for insurance purposes.

4. The Players

A maximum of 5 players may take the court at one time, and no less than 3 players. If a team does not have 3 players, the game will not commence until at **least 3 players have arrived.**

A team must always have at least **1 female on the court**, and a **maximum of 3 males** (i.e. if you have only 1 female on the court, you can only have a total of 4 players).

5. Game Commencement

- Teams should arrive 10 minutes prior to the commencement of their match to allow for smooth transition of games.
- In all circumstances the game must finish at the scheduled time.
- Teams must be ready to start at the scheduled times. If the opposition does not show at the beginning of this period, then the clock shall commence running and they will be **penalized one point per minute that they are late**.

6. Length of the Game

The game structure for the **preliminary rounds** of the competition is as follows:

- 16-minute halves
- A half time break of 2 minutes

Substitutions can be made on any whistle, through either the score bench, or by informing the umpire. Teams may also make substitutions on a time out or at half time.

In **finals and playoffs**, the same structure will be followed. In the event of a draw at the end of the game, extra time will be given.

7. Extra time

- 2 x 5 minutes with a 1-minute half time break.
- Teams will not swap ends at the beginning of extra time and will instead swap ends at half time of the extra time.
- In the event of a draw again at the end extra time, no further time will be given. Instead, the game will continue until one team is at least two points ahead. This team will then be declared the winner.

8. Starting the Game

The game will begin with a **jump ball**. It can be either **Male v Male**, or **Female v Female**. Hereafter, there will not be jump balls, umpires will keep track of whose possession it is.

Each team **must provide a scorer** (which may be a benched player) for the game to begin.

9. Forfeits

In the event of a forfeit, the winning team will be awarded **a score of 30-0 and 4 competition points**. There is no monetary penalty for a forfeit, but teams must let the competition coordinator know if they are unable to play any given week. A team will be ineligible for finals should they forfeit more than 2 times in a season.

10. Time-Outs

Teams are permitted only **1 time out per game**. Each time-out will be 1-minute in length. Players can only call a time out after a whistle has been blown. **The clock will not stop for a time out.**

11. Uniform

Players are advised to wear suitable sports clothing and **proper sports shoes must always be worn**. Players cannot take the court in bare feet. **Bibs with numbers will be provided** to all teams at the beginning of each match. These must be returned to the referees at the end of the game.

No jewellery shall be worn except for a wedding ring, a medical bracelet, or small stud earrings which must be taped to the satisfaction of the referee. All fitness trackers and watches must be removed before the game.

Fingernails must be cut short or taped to the satisfaction of the umpire. Nails and jewellery will be checked by the referees before the game.

12. Point Cap

The maximum amount an individual player may score is 10 points. However, if a player is less than 10 points and exceeds this total from his/her last shot, these points will count. It is the score table's responsibility to inform the player if they have scored 10 points, and further points from this individual will not be rewarded to the player/team.

13. Defense

Each player can have a maximum of **5 fouls** before a compulsory substitution, and each team can have a maximum of **7 fouls** before penalty shots are awarded to the opposition (i.e. shots will be awarded on the 8th team foul).

14. Sin Bin

All players must be respectful towards each other, as well as towards the umpires. This is a social competition, and any form of player misconduct will not be tolerated and may result in you or your team being excluded from the competition.

Any player who commits a *Technical* or *Unsportsman* like foul will be placed in the sin bin. The player may sit on the team bench during this time but will not be allowed back on the court until 5 minutes of playing time has passed.

15. Rule Clarification

If players would like clarification on a rule or a call, that player may approach both referees at any of the breaks and ask for rule clarification. Players must conduct themselves in a professional manner when doing this and put their inquiry in the form of a question.

16.Points

4 points will be awarded for a win, 0 points for a loss and 2 points for a draw. Teams who lose by forfeit will receive 0 points and their opposition will receive 4 points.