



# CURTIN STADIUM

## BASKETBALL SOCIAL SPORT RULES

<b>These Social Sport Rules must be read together with</b>	<input checked="" type="checkbox"/> The Curtin Stadium Conditions of Entry. <input checked="" type="checkbox"/> The Social Sport Participation Conditions. See links on the <a href="#">Curtin Stadium Website (Website)</a> .
<b>Contacting Curtin</b>	For general enquiries, please contact the Sports Program Coordinator (p: 9266 7052   e: socialsports@curtin.edu.au)
<b>Playing Area</b>	Curtin Stadium Main Arena Indoor
<b>Game Length</b>	2 halves of 17½ minutes
<b>Half Time break</b>	2 minutes
<b>Time outs</b>	<ul style="list-style-type: none"> <li>• 1 x 30 second time-out in each half of each game (for each Team)</li> <li>• No time out in the last 3 minutes of any half</li> </ul>

### 1. GENERALLY APPLICABLE RULES

- (a) Referees will endeavour to apply the official basketball rules found online at <http://www.fiba.com> but may modify them as appropriate for the venue and in the discretion of Curtin and the referee for the safety of any person.
- (b) These Social Sport Rules will prevail if there is any discrepancy between them and the official rules.

### 2. PLAYERS

- (a) The maximum number of players on court at any time is 5.
- (b) The minimum number of players on court at any time is 4.
- (c) There is no limit to the number of players permitted to be on the bench.
- (d) In mixed basketball, the Team must not have more than 3 male players on the court at any time.
- (e) If a Team has an incorrect ratio of players they may either play:
  - With less total players provided (provided that there are still no more than 3 male players on the court at any time in mixed basketball). The final score will stand for the competition.
  - A friendly game with the incorrect ratio but the Team with the incorrect ratio will be awarded a forfeit (0 points for them and win points for the opposition).
  - In either circumstance, both Teams must pay their normal game fee.

### 3. SUBSTITUTION OF PLAYERS

- (a) Substitutions of players can only occur on a stoppage of play.
- (b) If a late player is coming on court after the game is started, they will only be allowed on court at a stoppage of play. The referee must be notified of a new player coming on court.
- (c) If a player is injured during the game and unable to continue, a substitution player is able to come on court to replace the injured player

### 4. PENALTIES

- (a) The referee will start the game at the scheduled time.
- (b) Teams must have the requisite number of players on the court (in the correct player ratio) to be considered "ready to play". If a Team is late, they will be penalised as follows:

Number of minutes late	Point penalties
2 minutes	4 points
3 minutes	6 points
4 minutes	8 points
> 4 minutes < 10 minutes	8 points + 4 points for each extra minute
> 10 minutes	NA - forfeit



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### 5. SCORING

- (a) Any player can score a goal from anywhere on the court.
- (b) A goal shot from behind the 3-point line is worth 3 points and any other goal is worth 2 points other than a free shot taken from the free throw line which is worth 1 point.
- (c) If there is a draw in the final fixtures, Teams will go to extra time of 5 minutes and the Team that finishes the extra time with the most points wins.
- (d) If 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.

### 6. FOULS AND FREE PASSES

- (a) If any player does not adhere to a referee's decision, the infringing players may be asked to adjust or be warned and penalties and fouls may be given (at the referee's discretion).
- (b) If 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 in 2 free throws AND possession of the ball for the opposing Team after the 2 free throws.
- (c) During the season, Team foul counts in the first half will reset at the start of the second half. In the semis and any final, Team fouls not reset for extra periods in semis + finals.
- (d) 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 a player of the Team in possession/control of the ball, or of the Team entitled to the ball, the foul will be penalised with a throw in for the opponents.

### 7. MIXED BASKETBALL BLOCK RULES

Males cannot block female shots that are taken outside of the key. A male defender's arms may be extended upward but cannot jump to block the shot.

### 8. JUMP BALL/ALTERNATE POSSESSION

- (a) The referee will start the game with a jump ball at the centre circle in the first half.
- (b) The start of the second half will be decided with the alternate possession rule as per FIBA rules.
- (c) 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.
- (d) Extra periods will begin with a jump ball and subsequent jump ball calls decided with alternate possession rule.

### 9. SUSPENSIONS AND EJECTIONS

- (a) Incidents of a dangerous or unsporting nature that are reported by the referee or an opposing Team will be taken seriously.
- (b) All information regarding the incident will be taken into account and Curtin will make a decision on the appropriate action which may include immediate removal from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.
- (c) Any player that receives two technical fouls in one game will be ejected from the game. If this results in the Team not having enough numbers to play on then that Team will forfeit the game.

### 10. FORFEITS

If a team forfeits their match, the opposing team:

- (a) will be awarded a win of 20 – 0; and
- (b) will have their game fee (already paid) held over and applied to the next game unless a scratch match is organised in its place.

### 11. FINALS

- (a) The top 4 Teams (according to competition points for the season) will be eligible to play finals.
- (b) If there is a draw in the final fixtures, Teams will go to extra time consisting of 5 minutes and the Team that finishes the extra time with the most points wins.
- (c) If 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.

### 12. REFEREE AND CURTIN DISCRETION

If a situation arises which is not covered by these Social Rules, the referee and/or Sports Program Coordinator will use their discretion in making a decision.