



## **Basketball Rules**

National Indigenous Tertiary Education Student Games (NITESG) competition rules are based on Australian University Sport and National rules for each of the sports contested. However, due to the nature of NITESG, some changes or additions have been made. These are listed below:

### **1. Team Size**

- 1.1 Each team shall name a squad not exceeding sixteen (16) players (maximum of 5 on the court at any given time), with all members of the squad able to compete in any one game.
- 1.2 Maximum number of males allowed on the court of play is three (3). The minimum number of male requirement on the court of play is one (1)
- 1.3 The minimum number of players that can be fielded at the start of play without incurring a forfeit is four (4).

### **2. Match Duration**

- 2.1 All games will follow the following format:
  - 2.1.1 2 x 12 minute halves
  - 2.1.2 1 minute for half time
  - 2.1.3 One time out per half per team
  - 2.1.4 No time outs in the last two minutes of either half
  - 2.1.5 The game clock will begin running as per scheduled draw unless there are adverse unforeseen circumstances.

### **3. General Rules**

- 3.1 There will be back court violation
- 3.2 Teams will have 8 seconds to progress the ball over half court after the opposite team has scored a basket
- 3.3 During the second half of games only females will be permitted in the keys at each end
- 3.4 A player shall not remain in the opponents key for more than three consecutive seconds while their team is in control of the ball
- 3.5 A player who receives 5 personal fouls will be fouled out for the remainder of that game
- 3.6 The ball size will be standard men's and mixed size which is size 7.

### **4. Match Format**

- 4.1 Preliminaries are a round robin pool format, with points for each match being awarded as follows:
  - 4.1.1 Winning team – 3 points
  - 4.1.2 Drawn match – 2 points per team
  - 4.1.3 Losing team – 1 point
  - 4.1.4 Forfeiting team-0 points
- 4.2 Teams will be re-ranked according to points following the preliminary round, with only the top team from each pool progressing to the finals.
- 4.3 Finals are a single elimination format, with only the winner of each game progressing through to the next round of finals.
- 4.4 In the event of two or more teams having the same number of points at the conclusion of the preliminary matches, the higher placed team will be decided by applying the following criteria:
  - 4.4.1 The team with the highest point percentage i.e. (points for divided by points against) multiplied by 100
  - 4.4.2 In the event of the point percentage being equal, the team scoring the highest number of points shall be placed above the other team(s).
  - 4.4.3 In the event that this still does not separate teams, then the team with the best result against the top team in their pool shall be placed above the other team(s).
  - 4.4.4 In the event that this still does not separate teams, then a toss of a coin will decide the winner.

### **5. Resolving Drawn Finals**



5.1 in the event that scores are drawn at the end of normal time, extra periods of five (5) minutes duration shall be played until a result is obtained (time permitting).

## 6. Special Injury Circumstances

6.1 In the event of a player receiving an injury which prevents him/her from being removed from the court until the arrival of an ambulance for ten (10) minutes or longer, then the following will apply:

- 6.1.1 the team with the lead at the time that play stopped due to the injury shall be declared the winner.
- 6.1.2 in the event that scores at the time that play stopped due to the injury are equal, then the game will be declared a draw

## 7. Forfeits

7.1 A forfeit will be declared ten (10) minutes after the scheduled start of play time where either team is unable to commence play. One (1) point will be awarded every minute a team is late up until ten (10) minutes.

7.2 Should the commencement of a match be delayed (up to 10 minutes) due to no fault of either side (as determined by the referee in consultation with the Competition Manager) the game shall be played in its full duration

7.3 **Forfeit Score:** The forfeit score will be Twenty (20) points to nil (0)

## 8. Presentations

8.1 Presentations will be conducted at the closing ceremony

8.2 1 male and 1 female player will be selected as the most valuable player (MVP) which will be awarded at the closing ceremony

## 9. Uniform Requirements

9.1 Minimum uniform requirements for NITESG must be met:

- 9.1.1 A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewelry)
- 9.1.2 Long or sharp fingernails are to be trimmed or taped
- 9.1.3 All participating competitors are to be correctly attired in appropriate, matching team uniforms
- 9.1.4 All numbers on shirts need to be clearly visible, and should be in a contrasting colour to the dominant colour of the shirt.
- 9.1.5 Mouth guards are strongly recommended for all sports where there is a potential for collision.