



CHRISTIAN SCHOOLS EVENTS NETWORK

BASKETBALL RULES

GENERAL

- All Semester Sport, Championship Events and Rally Day fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 10 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Semester Sport – 2 x 20 minute halves with 5 minutes half time.
- Clock should stop on all whistles in the last three minutes of the match.
- One time out per team per half.

UNIFORM

- Refer to the relevant [Semester Sport](#) policy or the [Rally Day](#) policy:
 - The correct sport uniform must be worn for all matches regardless of grade.
 - Leggings are not considered to be part of official school sports uniform.
 - Track pants should not be worn in any sports matches unless there is a medical reason for a student to do so.
 - Only the school logo and school name and playing numbers should appear on competition uniforms.
 - Any change to a school sports uniform should be presented to CSEN Executive Officer to prevent any unforeseen clashes in either colours or design.
 - All teams should carry a set of bibs (of a different colour to their uniform) in case of colour clash. Usually, it will be the second named team that will wear the bibs if required.
 - Students not in correct attire should not be permitted to participate.
- Players must wear school sports uniform, or official school basketball singlets including regulation numbers.
- No jewellery is to be worn.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- Primary – size 6 leather ball
- Secondary Girls – size 6 leather ball.
- Secondary Boys – size 7 leather ball.

REFEREES

- Both teams to supply a qualified referee and a scorer.
- The referee's decision is final and will be the sole persons in charge of the game.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match.
- Semester Sport – one point per minute late.

MERCY RULE / TERMINATION SCORES

- Must be implemented according to the provisions in the relevant [Semester Sport](#) policy or [Rally Day](#) policy.
- The largest recorded win will be the losing teams score plus termination score.

Mercy Rule Score	Suggested Strategies	Termination Score
20 points	3 point line defence Rotate key players	40 points

RESULTS

- Semester Sport – sent through to csen@csen.au within 24 hours of completion of the match on the results sheet by the winning team
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.

RULES

- Basketball is conducted under the FIBA Rules of Basketball as interpreted by the Victorian Basketball Association unless otherwise stated.

THE GAME

- 2 teams of 5 players each on court at a time.
- Aim is to score in the opponents basket and prevent the other team from scoring.
- The winner of the game is the team that has scored the greater number of points at the end of playing time.

TIME OUTS

- A time-out may be granted at a time-out opportunity:
 - Ball has become dead for both teams.
 - Following successful last or only free throw.
 - For the non-scoring team, a field goal scored.

SUBSTITUTIONS

- A substitution may be granted at a time-out opportunity:
 - Ball has become dead for both teams.
 - Following successful last or only free throw.
 - For the non-scoring team, a field goal scored when the game clock shows 2:00 minutes or less in the second half or extra time.

SCORING

- 1 point for every free throw made
- 2 points for every field goal made inside the 3-point line.
- 3 points for every field goal made outside the 3-point line.

BEGINNING

- The game begins when the referee tosses the ball for a jump ball at the centre of the court.
- The second half will begin with the team with alternating possession throwing the ball in from their basket end.

ALTERNATING POSSESSION

- The team that does not gain possession of the ball from the jump ball at the beginning of the game will receive the first alternating possession.
- Any jump ball situation (where a held ball is called, the ball goes out of bounds and the officials are in doubt, etc.) will result in the team with alternating possession taking a throw in. Alternating possession will then change to the other team.

HOW THE BALL IS PLAYED

- During the game, the ball is played with the hands only and may be passed, thrown, tapped, rolled or dribbled in any direction.
- A player shall not run with the ball, deliberately kick or block it with any part of the leg or strike it with the fist.
 - Accidental contact with the leg is not a violation.

VIOLATIONS

Violations occur when there is an infraction to a rule below. Any violation will result in a throw-in.

DRIBBLING

- A player shall not dribble for a second time after their first dribble has ended unless between 2 dribbles they have lost control of a live ball on the playing court because of a shot, a touch of the ball by an opponent or a pass/fumble that has touched another player.

TRAVELLING

- A player moves one or both feet beyond the limits while holding the ball.

3 SECONDS

- A player shall not remain in the opponents restricted area for more than 3 consecutive seconds while their team is in control of the live ball.

CLOSELY GUARDED PLAYER

- A closely guarded player must pass, shoot or dribble the ball within 5 seconds.

8 SECONDS

- Whenever a team brings the ball in from the backcourt they have 8 seconds to cross halfway.

BACKCOURT

- Once cross over halfway into the frontcourt a team may not return to their backcourt.

FOULS

A foul is an infraction to rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour.

CONTACT

Charging is illegal personal contact with or without the ball, by pushing or moving into an opponents torso.

Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.

Any contact that restricts the freedom of movement of an opponent is a foul.

PERSONAL FOUL

A player makes illegal contact with an opponent, whether the ball is live or dead. A player shall not hold, block, push, charge, trip or impede the progress of an opponent by extending their hand, arm, elbow, shoulder, hip, leg, knee, or foot, nor by bending their body into an abnormal position.

DOUBLE FOUL

2 opponents commit personal fouls against each other at approximately the same time.

TECHNICAL FOUL

Acts of violence

Non-contact fouls that include but are not limited to:

- Disrespecting officials
- Using any offensive language or gestures to offend other players or officials.
- Baiting an opponent or obstructing their vision by waving hands near their eyes
- Faking a foul
- Hanging on the ring

If committed, the opponents will be awarded 1 free throw, followed by a throw in at the centre line.

FIGHTING

Any players fighting will be disqualified from playing the rest of the game and may receive a suspension from future games.

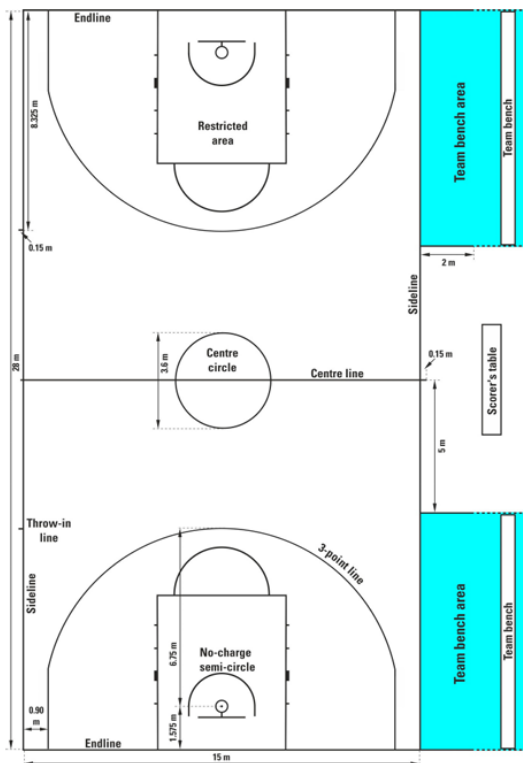


Diagram 1 Full size court

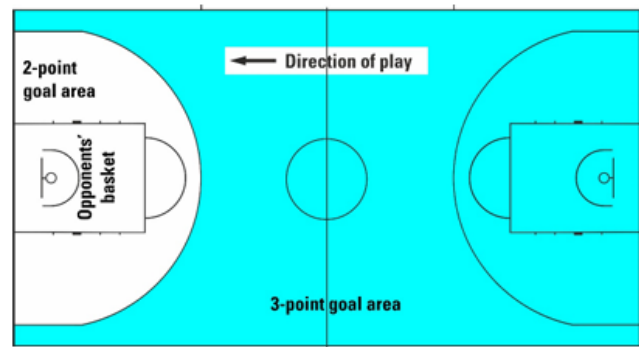


Diagram 4 2-point/3-point goal area

THE ABOVE LIST PROVIDES A SUMMARY OF THE FIBA BASKETBALL RULES. FOR A FULL LIST REFER TO THE OFFICIAL FIBA BASKETBALL RULES BELOW

