

OFFICIAL BASKETBALL RULES

1. Basketball is played by two (2) teams of five (5) players each. The aim of each team is to score in the opponents' basket and to prevent the other team from scoring.
2. The playing court shall have a flat, hard surface free from obstructions (Diagram 1) with dimensions of twenty-eight (28) m in length by fifteen (15) m in width measured from the inside edge of the boundary line.
3. No more than twelve (12) team members entitled to play, including a captain.
 - 3.1 Five (5) players from each team shall be on the playing court during playing time and may be substituted.
4. At least ten twenty (10) minutes before the game is scheduled to begin, each coach or his representative shall give the scorer a list with the names and corresponding numbers of the team members who are eligible to play in the game, as well as the name of the captain of the team, the coach and the assistant coach. All team members whose names are entered on the scoresheet are entitled to play, even if they arrive after the beginning of the game.
5. The game shall consist of four (4) periods of ten (10) minutes. There shall be intervals of play of two (2) minutes between the first and second period (first half), between the third and fourth period (second half) and before each extra period. There shall be a half-time interval of play of ten (10) inutes.
 - 6.1 The first period begins when the ball is legally tapped by a jumper on the jump ball. All other periods begin when the ball touches or is legally touched by a player on the playing court after the throw-in.
 - 6.2 The game cannot begin if one of the teams is not on the playing court with five (5) players ready to play. There shall be a half-time interval of play of fifteen (15) minutes.
7. The ball becomes dead when:
 - Any field goal or free throw is made.
 - An official blows his whistle while the ball is live.
 - It is apparent that the ball will not enter the basket on a free throw which is to be followed by:
 - Another free throw(s).

- A further penalty (free throw(s) and/or throw-in).
- The game clock signal sounds for the end of the period.
- The twenty-four second device signal sounds while a team is in control of the ball.
- The ball which is in flight on a shot for a field goal is touched by a player from either team after:
 - An official blows his whistle.
 - The game clock signal sounds for the end of the period.
 - The twenty-four second device signal sounds.

8. A goal is credited to the team attacking the opponents' basket into which the ball has entered as follows:

- A goal from a free throw counts one (1) point.
- A goal from the two-point field goal area counts two (2) points.
- A goal from the three-point field goal area counts three (3) points.
- After the ball has touched the ring on a last or only free throw and is legally touched by an offensive or defensive player before it enters the basket, the goal counts two (2) points.

9. The team that has scored the greater number of points at the end of playing time shall be the winner.

10. A team shall lose the game by forfeit if:

- Fifteen (15) minutes after the scheduled starting time, the team is not present or is unable to field five (5) players ready to play.
- Its actions prevent the game from being played.
- It refuses to play after being instructed to do so by the referee.

11. If the score is tied at the end of playing time for the fourth period, the game shall continue with as many extra periods of five (5) minutes as is necessary to break the tie. In all extra periods the teams shall continue to play towards the same baskets as in the fourth period.

12. If a foul is committed when or just before the game clock signal sounds for the end of playing time, any eventual free throw(s) shall be taken after the end of playing time.

12. Two (2) time-outs may be granted to each team at any time during the first half; three (3) at any time during the second half and one (1) during each extra period. A time-out is an interruption of the game requested by the coach or assistant coach.

13. A substitution is an interruption of the game requested by the substitute to become a player. A substitution opportunity begins when:
- The ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
 - The ball becomes dead following a last or only successful free throw.
 - For the non-scoring team, a field goal is scored in the last two (2) minutes of the fourth period or the last two (2) minutes of each extra period.
14. A player shall not remain in the opponents' restricted area for more than three (3) consecutive seconds while his team is in control of a live ball in the frontcourt and the game clock is running. Allowances must be made for a player who:
- Makes an attempt to leave the restricted area.
 - Is in the restricted area when he or his team-mate is in the act of shooting and the ball is leaving or has just left the player's hand(s) on the shot for a field goal.
 - Dribbles in the restricted area to shoot for a field goal after having been there for less than three (3) seconds. To establish himself outside the restricted area, the player must place both feet on the floor outside the restricted area.
15. The player taking the throw-in may move laterally and/or backwards and the ball may be passed between team-mates on or behind the endline, but the five (5) second count starts when the ball is at the disposal of the first player out-of-bounds.
16. Whenever a player gains control of a live ball in his backcourt, his team must cause the ball to go into its frontcourt within eight (8) seconds.
17. Whenever a player gains control of a live ball on the playing court, his team must attempt a shot for a field goal within twenty-four (24) seconds. When a shot for a field goal is attempted near the end of the twenty-four second period and the signal sounds while the ball is in the air:
- If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.
 - If the ball touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue.
- To constitute a shot for a field goal within twenty-four (24) seconds:
- The ball must leave the player's hand(s) before the twenty-four second device signal sounds, and
 - After the ball has left the player's hand(s), the ball must touch the ring or enter the basket.

Penalty : The ball shall be awarded to the opponents for a throw-in at the place

nearest to where the game was stopped by the official, except directly behind the backboard.

18. Ball returned to the backcourt

The ball goes into a team's backcourt when:

- It touches the backcourt.
- It touches a player or an official who has part of his body in contact with the backcourt.

The ball has been illegally returned to the backcourt when a player of the team in control of the live ball is:

- The last to touch the ball in his frontcourt, after which that player or a team-mate is the first to touch the ball in the backcourt.
- The last to touch the ball in his backcourt, after which the ball touches the frontcourt and then is first touched by that player or team-mate in the backcourt.

This restriction applies to all situations in a team's frontcourt, including throw-ins.

Rule A player whose team is in control of a live ball may not cause the ball to be illegally returned to his backcourt.

19. Violations : A violation is an infraction of the rules.

20. Fouls : During a game in which ten (10) players are moving at speed in a limited space, personal contact cannot be avoided. A foul is an infraction of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour.

21. The ball shall be awarded to the opponents for a throw-in at the place nearest to the infraction, except directly behind the backboard, unless otherwise stated in the rules.

22. If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throw(s) as follows:

- If the shot from the field goal area is successful, the goal shall count and one (1) additional free throw awarded.
- If the shot from the two-point field goal area is unsuccessful, two (2) free throws will be awarded.
- If the shot from the three-point field goal area is unsuccessful, three (3) free throws will be awarded.
- If the player is fouled as, or just before, the game clock signal sounds for the end of the period or as, or just before, the twenty-four second device signal sounds, while the ball is still in the player's hand(s) and the field goal is successful, the goal shall not

count and two (2) or three (3) free throws will be awarded.

23. A player who has committed five (5) fouls, personal and/or technical, shall be informed thereof by the referee and must leave the game immediately. He must be substituted within thirty (30) seconds.