

National Club Games

Rule Book

Basketball

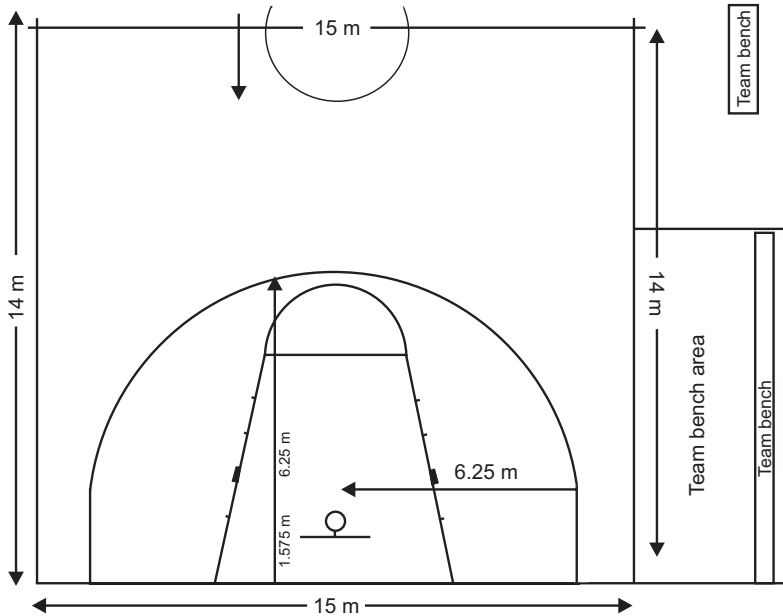


Diagram 1 Full size playing court

1. The National Club Games will be held on 3 on 3 basis for Men as per the Rules & Regulation of FIBA, copy enclosed for your perusal. The playing time shall be 2 periods of 8 minutes each however if a team scores 21 points before the regular time will be declared winner.
2. Each team shall consist of 3 players, 2 substitutes and one official.
3. System of competition: league – cum knock out basis.
4. All the games will be played on half court.
5. The Structure as approved by IOA to hold competitions from Village level to Block level. District level, Inter Dist. level will be followed to determine the State winner. Winner of State to compete in Zonal/National levels.
6. The Distt. Association will be responsible to conduct games up to Distt. level under the control of State Association, State Association to held into Distt. level competition to decide State champion.

7. The game shall be supervised by one referee and three Technical officials to scorer, timekeeper and 24 sec, operator.

OFFICIAL RULES OF THE GAME

FIBA 3on3 Basketball

The FIBA 3on3 Basketball game will be played in accordance with the rules underlined below. The Official FIBA Basketball Rules are valid for all game situations not specifically mentioned in FIBA 3on3 Rules. It goes without saying that the spirit of fair play and sportsmanship are an integral part of FIBA 3on3 rules.

Art. 1 Court

The game will be played on a half court of a regular FIBA basketball playing court.

Art. 2 Teams

Each team shall consist of a maximum of four (4) players (3) players on the court and 1 substitute and one (1) coach.

Art. 3 Game Officials

The game officials shall be one (1) referee assisted by three (3) table officials, namely a scorer, a timer and a twenty-four second operator.

Art.4 Beginning of the Game

- 4.1 Both teams shall warm-up (3 minutes) simultaneously.
- 4.2 The game shall begin with a jump ball at the goal immediately, without necessity of returning the ball to behind the three-point line. The opponents will be entitled to the ball in accordance with the alternating possession arrow at the next jump ball situation.

Art.5 Playing time/Winner of a Game

- 5.1 The regular playing time shall consist of two (2) periods of eight (8) minutes each.
- 5.2 However the first team which scores 21 or more points will be the winner of a game if it happens before the end of a regular playing time.
- 5.3 If the score is tied at the end of the second half, the game shall continue with as many extra periods of two (2) minutes as is necessary to break the tie.
- 5.4 There shall be a half-time interval of two (2) minutes and interval of one (1) minute before each extra period.
- 5.5 The game clock shall be stopped after the successful field goal only in last two (2) minutes of the second half and of the extra period. The game clock shall be restarted once the offensive player receives the ball on the

court at any place behind the three-point line.

- 5.6 A team shall lose the game by forfeit (21:0) if three (3) minutes after the scheduled starting time the team is not present on the playing court with three (3) players ready to play.

Art.6 Fouls by Player/Fouls by Team

A player who has committed four (4) fouls must leave the game. A team is in a penalty foul situation when it has committed four (4) fouls in a half.

Art.7 Twenty-four (sixteen) second device

Should it be possible to adjust the twenty-four second device, the team must attempt a shot for a field goal within 16 seconds (instead of 24 seconds).

Art. 8 How the Ball is Played

- 8.1 Following each successful field goal or last free throw:

A Player of a non-scoring team will resume the game by passing the ball from the place on the court to his teammate to any place on the court behind the three-point line.

Once the ball is behind the three-point line a minimum of two (2) players of the offensive team (ball receiver/dribbler and his teammate) must touch the ball before an attempt to score.

- 8.3 All throw-ins following the fouls (without free throws), violations, out-of-bounds, at the beginning of a second period and of the extra period shall be taken from the out-of-bounds level with the top of the three-point line opposite the scorer's table. The place shall be marked in out-of-bounds by 5 cm line. The referee shall hand the ball to the out-of-bound player.
- 8.4 Dunking of the ball is not permitted unless pressure-released rings are used.

Art. 9 Substitution

The substitution shall be permitted when the ball becomes dead and the game clock is stopped.

Art. 10 Time-outs

Each team may be granted two (2) time-outs during the game, including all extra period(s).

2.2.2 Centre line, centre circle and semi-circles

The centre line shall be marked parallel to the endlines from the mid-points of the sidelines. It shall extend fifteen (15) cm beyond each sideline.

The centre circle shall be marked in the centre of the playing court and have a radius of 1.80 m measured to the outer edge of the circumference. If the inside of the centre circle is painted, it must be the same colour as the restricted areas.

2.2.3 Free-throw lines and restricted areas

A free-throw line shall be drawn parallel to each endline. It shall have its furthest edge 5.80 m from the inner edge of the endline and shall be 3.6 m long. Its mid-point shall lie on the imaginary line joining the mid-points of the two endlines.

The restricted areas shall be the floor areas marked on the playing court, limited by the endlines, the free-throw lines and the lines which originate at the endlines, their outer edges being three (3)m from the mid-points of the endlines and terminating at the outer edge of the free-throw lines. These lines, excluding the endlines, are part of the restricted area. The inside of the restricted areas may be painted but must be the same colour as the centre circle.

Rebound places along the restricted areas, reserved for players during free throws shall be marked as in Diagram 2.

2.2.4 Three-point field goal area

A team's three-point field goal area (Diagram 1 and Diagram 3) shall be the entire floor area of the playing court, except for the area near the opponents basket, limited by and including:

- Two parallel lines extending from and perpendicular to the endline, with the furthest edges 6.25 m from the point on the floor directly perpendicular to the exact centre of the opponent's basket. The distance of this point from the inside edge of the mid-point of the endline is 1.575 m.
- A semi-circle with the radius of 6.25 m measured to the outer edge of the circumference from the centre (which is the same point as defined above) which meets the parallel lines.

2.2.5 Team bench areas

Team bench areas (Diagram 1) shall be marked outside the playing court, on the same side as the scorer's table and the team benches.

Each area shall be limited by a line extending from the endline, at least two (2) m in length and by another line at least two (2) m in length, drawn five (5) m from the inside edge of the centre line and at right angles to the sideline.

There must be fourteen (14) seats available in the team bench area for the coaches, the assistant coaches, the substitutes and the team followers. Any other people shall be at least two (2) m behind the team bench.

