



Gunnedah Basketball Amended FIBA Rules

Valid as of 1st October 2020

Foreword

The Gunnedah Basketball Association adopts the official FIBA basketball Rules for competition play, with several amendments which modify those rules to suit local competitions.

This document contains only those rules which have been amended. All players and referees are encouraged to read this document in conjunction with the FIBA Official Basketball Rules which were released, made valid on the 1st October 2020.

Both documents are available for download at www.gunnedahbasketball.com.au

n.b. where a rule is highlighted in yellow in the FIBA Basketball Rules 2020 document, it indicates that an amendment to that rule has been made, in which case the amended rule is contained in this document. Where a rule is not applicable for Gunnedah competitions, it has been removed by striking through the text.

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Definitions

There are terms and definitions used throughout the FIBA rules which are not consistent to the terminology used locally. For clarity the following explanations are provided:

Commissioner – a committee member of the Gunnedah Basketball Association replaces the role of a commissioner and may intervene in the control of the game if deemed necessary.

Crew Chief – is synonymous with any referee adjudicating the game.

Quarters – where a reference is made to a quarter(s), the term should be replaced with the appropriate terms of half or halves.

Rule Four – Playing Regulations

Article 8 Playing time, tied score and overtime

8.1 The game shall consist of 2 halves of 20 minutes each.

8.4 There shall be a half-time interval of play of 2 minutes.

New Rulebook Text

8.9 Overtime is only played to separate a draw during competition finals. If a score is tied at the end of a game during the regular season, the game is considered a draw and the competition points shared between the two teams.

Article 9 Beginning and end of a half, overtime or the game

9.3 The game cannot begin if one of the teams is not on the playing court with at least 4 players ready to play.

Article 17 Throw in

17.2.6 Following a technical foul, the game shall be resumed with a throw-in at the half way line extended.

17.2.7 Following an unsportsmanlike or disqualifying foul, the game shall resume with a throw-in from the half way line extended.

Article 18 Time-out

18.2.5 Each team may be granted 1 time out during each half of the game. Any time out during the last 2:00 minutes of the game shall stop the game clock for the elapsed period of the time out.

18.3.1 Any coach or player has the right to request a time-out. They may do so by asking the scorer's table or the referee, or by making the proper conventional sign with their hands.

Article 20 Game lost by forfeit

20.1 A team shall lose the game by forfeit if:

- The team is not present or is unable to field 4 players ready to play 10 minutes after the game is scheduled to begin.
- Its actions prevent the game from being played.
- It refuses to play after being instructed to do so by the referee.

Rule Five – Violations

Article 30 Ball returned to the backcourt

30.3 **Penalty**

The ball shall be awarded to the opponents for a throw-in from the halfway line extended. The player administering the throw in shall have one foot either side of the halfway line extended and is able to pass the ball into either the forecourt or the backcourt.

Rule Seven – General Provisions

Article 41 Team fouls: Penalty

41.1.1 A team foul is a personal, technical, unsportsmanlike or disqualifying foul committed by a player. A team is in the team foul penalty situation after it has committed 7 team fouls in a half.