

DOWN UNDER HOOPS RULES & REGULATIONS 2020



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1. **General Rules**

- 1.1 Competition points will be awarded as follows: win=3points, draw=2 points, loss =1point, forfeit=0points
- 1.2 In the case of a tied ladder position the placings will be determined on head to head with the teams involved. If there is still a tie, placings will be determined on point's percentage between the three or more tied teams.
- 1.3 No overtime will be played during round games. Drawn results will be awarded two ladder points. In games where a result must be determined to move on to the next round an overtime period of three minutes will be played until a result is determined.
- 1.4 Draw format will consist of pool games, crossover pool games and finals where warranted.
- 1.5 Teams must have a minimum of four players for the game to commence. A forfeit will incur when ten minutes of playing time has lapsed. The opposing team will be awarded two points for every minute the team is late up until 20 points when the game will be declared a forfeit.
- 1.6 If a forfeit occurs due to failing to start the game a forfeit fee of \$100 will apply.
- 1.7 Players must register through the online form on ADU Tours website www.adutours.com.au to be able to compete in the tournament.
- 1.8 Each team will consist of no more than *twelve* players.
- 1.9 Player's names must appear on scoresheets before the start of a game. No names may be added to the scoresheet without prior approval. If a name is added to the scoresheet without approval the game will be deemed a forfeit and receive zero ladder points.
- 1.10 A captain for each team must be marked on the scoresheet
- 1.11 The captain and coach are the only authorized persons to correspond with the officials. This must be done in a dead ball period and in a calm and courteous manner.
- 1.12 All teams must supply their own ball. The referees will decide on the ball to be used for the game.
- 1.13 A size six ball will be used for girls games and a size seven ball will be used for boys games
- 1.14 Players cannot play for more than one team in the tournament.
- 1.15 All other rules will be played in accordance as per FIBA rules.
- 1.16 A judiciary process will be in operation. Should any player/ coach be disqualified, they will be required to attend before their next scheduled game.
- 1.17 Where possible at a clash of jersey colours the team listed as team A on the scoresheet will wear light.
- 1.18 All players, coaches, officials and spectators must abide by the displayed Code of Conducts at all times.
- 1.19 A player who has committed five fouls, will be informed and must leave the court immediately.
- 1.20 After a team has accumulated seven team fouls for a half, all subsequent fouls incurred in that half shall result in two free throws being awarded to the offensive team. (Exception to this rule is a team control foul)

2. Timing Rules

- 2.1 Games will be played in two, 15 minute halves
- 2.2 The clock will stop in the last two minutes of the game on all whistles, as well as any made basket, only if the score is within 10 points.
- 2.3 Each team will be given three minutes warm up time if time permits.
- 2.4 Half time will consist of three minutes.
- 2.5 Overtime period of 3 minutes will be played if a result must be determined to carry on to the next round.
- 2.6 Teams may have one time out in the first half (not within the last two minutes of the half) and two timeouts in the last half. If during the first half a timeout is called all teams must be back on the court ready to play at the two minute mark, regardless of the length of the timeout.
- 2.7 Only the coach or assistant coach of a team may request a timeout. All timeouts must be requested through the score bench.
- 2.8 A timeout will be granted only on a dead ball.
- 2.9 The clock does not stop for a timeout unless it is in the last two minutes of the game. If a timeout is in progress during the last two minutes of the game (and the score is within 10 points) the clock will stop at the two minute mark and the timeout will proceed.
- 2.10 A substitution will only be granted on a dead ball. Players are the only ones permitted to call a substitution and this must be done through the score bench.

* Where a rule is not covered within this document decision will be at the discretion of the tournament director, with reference made to the [official FIBA rules](#) where appropriate.