

# BASKETBALL

## GENERAL RULES

Federation Internationale de Basketball Amateur (FIBA) rules shall be employed in international competitions and the National Federation of State High School Association rules for basketball (NFHS) rules shall be employed in USA competition except when either is in conflict with the Official Special Olympics Sports Rules. For more information, visit [www.fiba.com](http://www.fiba.com).

### **OFFICIAL EVENT OFFERED:**

1. Team Basketball (coed)

### **SECTION A – GENERAL RULES**

#### 1. Team Competition

##### a. Divisioning

- 1) Prior to all competitions, teams will be divisioned according to coaches' input and scores of at least two games played versus other teams.
- 2) The team roster (composition) must remain the same for qualifying games and tournament play. Players may not change teams.

##### b. Modifications

- 1) A game will consist of four periods, each six minutes long (clock will be stopped in accordance to WIAA Rules).
- 2) A player may take two steps beyond what is allowable; however, if the player scores, or escapes the defense as a result of these extra steps, an advantage has been gained. violation is called immediately.
- 3) While a game is in progress, coaches are to remain in their team's bench area. In accordance with WIAA rules, ONLY the head coach may stand in front of the team bench during play; all other bench personnel must remain seated except during a time out or intermission between quarters or halves. If any coach is penalized with a technical foul, the head coach must remain seated for the duration of the contest. Each team shall be allowed a maximum of three coaches on their bench during games. Only coaches that are listed on the team's registration form are allowed to sit in the bench area. Only athletes with valid medicals are allowed. Athletes not listed on the roster may not sit on the bench unless they are an official athlete-as-coach.
- 4) The three-second rule restriction is in force when team control exists in the opponent's front court. (**NOTE:** in FIBA rules, a team shoots at its opponent's basket, thus the opponent's front court.)
- 5) The free throw shooter shall release the ball within 10 seconds from the time it is placed at the shooter's disposal by one of the officials.
- 6) Two (2) free throws will be awarded beginning with the seventh team foul in each half.
- 7) If overtime is required due to a tie at the end of regulation play, play shall continue without change of baskets. A one minute intermission will follow regulation play and each overtime period. The amount of time for an overtime period is two minutes. Each overtime period will begin with a jump ball.

### c. Equipment

- 1) Journey21 Dream League requires the use of NFHS standard basketball equipment including the regulation men's basketball, baskets and basket heights.

The playing court shall be limited by the boundary line, consisting of the end-lines and the sidelines. These lines are not part of the playing court. Any obstruction including seated team bench personnel shall be a minimum of three feet from the playing court. Obstruction also includes miscellaneous seating for spectators or other personnel.

#### 2) Uniform/Apparel

All players must wear basketball attire with identifying numbers and flat rubber sole athletic shoes.

- a) Team uniform shirts and shorts must be identical in trim color and style.
- b) Undershirts, if worn, must be white, black, or match the color of the body of the uniform (not the trim). Undershirts may be worn by some or all of the players, but must be identical if worn. They may be short sleeve, tank top (no cut or ragged edges are allowed), or long sleeve (but they must be the same length).

**NOTE:** Players with illegal uniforms will not be allowed to play. Players with non-matching uniforms will be penalized accordingly.

- c) If a player wears an undergarment that extends below the bottom of the uniform short, (i.e. compression shorts), the undergarment must be the same color as the main color of the uniform shorts and end above the knee.
- d) Players on a team must wear matching uniform shorts (identical color, trim and style – nylon, mesh, etc). The only exception is in the case of medical or religious reasons. In these cases, the uniform pants or tights must be the same color and trim as the team uniform short.
- e) The shirt numbers shall be at least six inches high on the back and at least four inches high on the front and not less than  $\frac{3}{4}$  inch in width. (Taped numbers or pinnies are not legal in competition unless pinnies are provided by tournament hosts due to similarly colored jerseys on two teams.) Numbers are required on the back and front of the uniform.
- f) The following numbers are legal: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55. A team roster shall not have both numbers 0 and 00.
- g) Head Coverings – Headgear Covering: Head covering are permitted but should adhere to the following rules;
  - i. It shall not cover any part of the face entirely or partially
  - ii. It shall not be dangerous to the player wearing it
  - iii. It shall not have opening/closing element around the face and/or neck and shall not have any parts extruding from its surface.
  - iv. It shall meet the same safety standards as for a medical head covering. Head covering must be of a single, solid color unadorned.
- h) Proper uniforms and uniform numbering will be enforced! Individuals who do not adhere to uniform regulations will not be allowed to enter a game.
- i) Special situations: an accommodation may be made in exceptional situations such as an athlete with a behavior problem or requiring a 4XL size. Teams

wishing to apply for an exception must contact the host tournament coordinator and receive approval in advance of the registration deadline. An athlete may be allowed to wear a uniform that is not identical; however they must wear one of similar color. Exceptions requested on site will not be granted.

**NOTE:** Failure to comply with team uniform rules will cause the team to forfeit its game if the player with the uniform violation takes the team below the legal number of players to start the game. A team may use the time between games to rectify a uniform violation. If they do not, and the player(s) with the violation takes the team below the legal number of players to start the second game, that game will also be a forfeit.

d. Officials and their Duties

- 1) Officials conduct the game in accordance with the rules.

**NOTE:** Violations will be called (including double dribble).

- 2) Officials shall have full authority to interpret rules.
- 3) Officials shall have the power to make all decisions on any points not specifically covered in the rules.
- 4) Two free throws will be awarded at the seventh foul of each half.
- 5) The game will consist of four periods each six minutes long.
- 6) A team will be entitled to three timeout periods of 60 seconds each and two 30- second timeout periods during the game. Each team is entitled to one additional timeout during each extra period.
- 7) Halftime will be five minutes with one minute breaks between quarters at the discretion of officials.
- 8) Each team will be allowed 10 minutes after the scheduled game time to take the court. If a team is not ready to take the court at the end of 10 minutes, the game will be forfeited.

e. Players and Substitutes

- 1) Each team roster shall consist of a minimum number of five players with a maximum of 15 players. A team must have five players to start a game. Failure to start with five players will result in a forfeiture of the game(s). Teams must be ready to field a legal team within ten minutes of the declared start of the game or the game will be forfeited.
- 2) During play, due to injury or player disqualification, a team may play with as few as three players. However, if a team is unable to field at least three players, the game shall be forfeit. At no time can play continue with less than the minimum number of players.
- 3) Substitutions may be made any time the ball is dead and the clock is stopped. Substitutes must report to the scorer who will notify the referee of substitutions.
- 4) An athlete may participate on only one Dream League team in a basketball season. If the athlete plays on a second team for whatever reason, those games will not count toward qualifying games.
- 5) All players will be asked to participate in the game. If a player refuses or is unable to participate, the coach must notify the scorer's table and the other coach.