

RULE THREE - TEAMS

Teams

4.2 Rule

4.2.1 Each team shall consist of:

- a) No more than twelve (12) team members entitled to play, including a captain.
- b) A coach and, if a team wishes, an assistant coach.
- c) A maximum of five (5) team followers who may sit on the team bench and have special responsibilities, e.g. manager, doctor, physiotherapist, statistician, interpreter, etc.

4.2.2 Five (5) players from each team shall be on the playing court during playing time and may be substituted.

4.2.3 A substitute becomes a player and a player becomes a substitute when:

- a) The official beckons the substitute to enter the playing court.
- b) During a time-out or an interval of play, a substitute requests the substitution to the scorer.

4.3 Uniforms

4.3.1 The uniform of the team members shall consist of: Shirts of the same dominant colour front and back.

4.3.2 Each team member shall wear a shirt numbered on the front and back with plain numbers, of a solid colour contrasting with the colour of the shirt. The numbers shall be clearly visible. Players on the same team shall not wear the same number.

RULE FOUR - PLAYING REGULATIONS

Playing time, tied score and extra periods

- a) The game shall consist of four (4) periods of ten (10) minutes.
- b) There shall be an interval of play of twenty (20) minutes before the game is scheduled to begin.
- c) 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.
- d) There shall be a half-time interval of play of fifteen (15) minutes.

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.

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 administered after the end of playing time. If an extra period is required as a result of this free throw(s) then all fouls that are committed after the end of playing time shall be considered to have occurred during an interval of play and the free throws shall be administered before the beginning of the extra period.

Jump ball

12.1 Jump ball definition :

A jump ball occurs when an official tosses the ball in the centre circle between any two (2) opponents at the beginning of the first period.

A held ball occurs when one or more players of each opposing team have one or both hands firmly on the ball so that neither player can gain control without undue roughness.

12.2 Jump ball procedure :

1. Each jumper shall stand with both feet inside the half of the centre circle nearest to his team's own basket with one foot close to the centre line.
2. Team-mates may not occupy adjacent positions around the circle if an opponent wishes to occupy one of those positions.
3. The official shall then toss the ball vertically upwards between the two (2) opponents, higher than either of them can reach by jumping.
4. The ball must be tapped with the hand(s) of at least one of the jumpers after it reaches its highest point.
5. Neither jumper shall leave his position until the ball has been legally tapped.
6. Neither jumper may catch the ball or tap it more than twice until it has touched one of the non-jumpers or the floor.
7. If the ball is not tapped by at least one of the jumpers, the jump ball shall be repeated.
8. No part of a non-jumper's body may be on or over the circle line (cylinder) before the ball has been tapped.

12.3 Jump ball situations

A jump ball situation occurs when:

1. A held ball is called.
2. The ball goes out-of-bounds and the officials are in doubt or disagree about which of the opponents last touched the ball.
3. A double free-throw violation occurs during an unsuccessful last or only free throw.
4. A live ball lodges between the ring and the backboard (except between free throws).
5. The ball becomes dead when neither team had control of the ball nor was entitled to the ball.

6. After the cancellation of equal penalties against both teams, there are no other foul penalties remaining for administration and neither team had control of the ball nor was entitled to the ball before the first foul or violation.

7. All periods other than the first period are to begin.

Free throws

43.1 Definition :

A free throw is an opportunity given to a player to score one (1) point, uncontested, from a position behind the free-throw line and inside the semi-circle. A set of free throws is defined as all free throws and/or subsequent possession of the ball resulting from a single foul penalty.

43.2 Rule :

When a personal foul is called the free throw(s) shall be awarded as follows:

1. The player against whom the foul was committed shall attempt the free throw(s).
2. If there is a request for him to be substituted, he must attempt the free throw(s) before leaving the game.
3. If he must leave the game due to injury, having committed his five (5) fouls or having been disqualified, his substitute shall attempt the free throw(s). If no substitute is available, any team-mate as designated by his coach shall attempt the free throw(s).

When a technical foul is called, any member of the opponent's team as designated by his coach shall attempt the free throws.

The free-throw shooter shall:

1. Take a position behind the free-throw line and inside the semi-circle.
2. Use any method to shoot a free throw in such a way that the ball enters the basket from above or the ball touches the ring.
3. Release the ball within five (5) seconds after it is placed at his disposal by the official.
4. Not touch the free-throw line or enter the restricted area until the ball has entered the basket or has touched the ring.
5. Not fake a free throw.