

GRIFFITH UNIVERSITY GOLD COAST STUDENT GUILD
SOCIAL SPORT COMPETITION
RULES AND INFORMATION

Mixed Basketball 5 x 5



All players are responsible for reading and understanding the rules contained herein. If any rules need to be clarified, please discuss these with the referee before the commencement of the game or at half-time. Due to the time constraints of this competition, the referees will not clarify rules or rulings during the game. All participants must also read and understand the **GUGC Social Sport Terms and Conditions**, which contain information regarding uniforms, eligibility, wet weather, and injury insurance. Unless otherwise stated in these rules, standard Basketball rules apply as outlined by FIBA–International Basketball Rules 2022/2024. All rules are open to the referee’s interpretation, and their decision is final.

1. Team Composition & Player Requirements

- 1.1** The competition is open to GUGC students, staff, and all members of the general public above 17 years.
- 1.2** A team may have a minimum of five (5) and maximum of ten (10) registered players. Minimum 2 registered females per team.
- 1.3** Five (5) players per team are allowed on the court at one time. A maximum of four (4) males can be on the court at any time per team.
- 1.4** Four (4) players is the minimum number of players a team can have without a forfeit. Teams may commence games with 4 players, provided the previous point (1.3) is satisfied.
- 1.5** Extras may substitute onto the field when the ball is out of play.
- 1.6** If the above rules (1.2 – 1.5) are broken, a penalty will be awarded to the non-offending team at the ball’s position when the offence is identified.
- 1.7** Each team must supply one person per quarter to assist with scoring. This person can change each quarter.
- 1.8** All teams must adhere to the uniform requirements in the Griffith Social Sport Terms and Conditions. Breaches of this will result in a playing points penalty imposed at the start of the match.

GAME SPECIFIC RULES

2. Game duration and Commencement

- 2.1 Each game is a 55min timeslot consisting of four (4) 12min quarters, with two (2) 1min quarter time break and one (1) 2min half time break.
- 2.2 If the score is tied at the end of playing time, the score will remain a draw.
- 2.3 If a game commences late (and is not deemed a forfeit), it must still finish at the scheduled time. If such a circumstance arises, the halves may be shortened. This is at the discretion of the Sport Assistant.
- 2.4 Teams should arrive 15 minutes before the commencement of their match to check in and take the court on time.
- 2.5 Any teams that are not ready to commence play with a minimum of four (4) appropriate players (Rule 1d) ten (10) minutes after the referee has signalled the game can start will incur a forfeit loss. Games may advance after this time; however, the 0-20 loss will stand regardless of the score (see 7.4).
- 2.6 In all circumstances, the game must finish at the scheduled time.

3 Rules of Play

- 3.1 Ball toss will commence the game between two opposing players. The ball must be tossed high between the opponent players in the middle of the court by the referee.
- 3.2 Dunking the ball into the basket or swinging the ring is not allowed. Any points scored from dunking action will be disallowed, a personal foul will be recorded against the individual, and possession will be handed over to the opposing team.
- 3.3 Points from field goals will be accumulated by the following
 - Within the three-point line = 2 points for males, 3 for females.
 - From beyond the three-point line = 3 points for males, 5 points for females.
 - Free throw = 1 point

4 Charged Time Outs

- 4.1 Each team is permitted one (1) time-out in the first half and two (2) time-outs in the 2nd half. The length of a time-out is one (1) minute.
- 4.2 Time-outs will have a running clock, and play will recommence at 60 seconds.
- 4.3 A team member requests a charged time-out by going to the referee and making such a request. Charged time-outs are granted after the whistle or if an opponent scores a field basket.

5 Jump Balls and Possession Arrow

5.1 A jump ball is used to re-start the game after two opposing players both lay equal claim to the ball. A possession arrow is then used to alternate the possession of the ball in the following situations:

- Held ball,
- Simultaneous (or unknown) out-of-bounds,
- Double foul,
- Both teams violate a missed last free throw,
- Ball lodges between the backboard and the ring.

6 Fouls

6.1 Fouls are given for the following but not limited to;

- Dunking on the basket or hanging from the ring will result in a personal foul.
- Personal Foul involves contact with an opponent that disadvantages the opponent.
- Unsportsmanlike Foul is a personal foul that is deliberate.
- If a player makes a legitimate attempt to play the ball (regular basketball act), then a foul called cannot be considered an unsportsmanlike foul unless the contact is excessive.
- Technical Foul - Involves unsportsmanlike behaviour by a player, coach or substitute.

6.2 Free throws are granted when;

- A player is fouled in the act of shooting. If the shot is missed, the shooter is awarded two free throws for their 2-point attempt and three free throws for 3-point attempt. If original shot is made, the shooter is awarded one free throw.
- The team committing a foul is in the penalty (commits 5 fouls in a single quarter). Beginning with the 5th foul, any foul results in two free throws for the opposing team.
- When taking a free throw, player must line up along the free throw line and ball is live on the last shot.

6.3 Male players must not block females while shooting with any action taken to block a shot, which results in the points being awarded.

6.4 Male players can only steal the ball from female players between the 3-point line, and not inside. Balls stolen inside the 3-point line will result in the game stopped and returned possession to female players team by the referee.

Examples fouls include:

- Disrespectfully addressing an official.
- Using abusive or obscene language or gestures.
- Delaying the game by preventing the ball from being thrown in.
- Leaving the court to gain an advantage.

- Hanging on the ring or damaging equipment
- Coaches/substitutes leaving their team bench area (except to address the score bench.)

7 Substitutions

- 7.1 Players can re-enter the game as often as possible without notifying the referee, but it must occur only when the ball is out of play.
- 7.2 Substitutions must occur within five (5) meters of the halfway line.
- 7.3 The exiting player/s must be entirely off the court before the substitution occurs.
- 7.4 Individual teams and team captains are responsible for maintaining the appropriate number of players on the field following Rules 1.3 – 1.5. It is NOT the responsibility of the referee to monitor this.
- 7.5 Substitute player can replace a player sent off in the game where the dismissal occurred for a yellow card. No substitutes allowed for a red-card.

8 Competition Format

- 8.1 The competition format will be 5-a-side played on the basketball court.
- 8.2 Preliminary rounds will be conducted, with Semi-Finals in the penultimate week. Finals will be held in the last week.
- 8.3 All fixtures will be available online at gugcsport.spawtz.com from the beginning of the season.
- 8.4 The draw will be emailed 2 days before and the day after you play, notifying you of your next game.

9 Competition Points

- 9.1 Competition Points towards the premiership ladder will be awarded as follows:
 - 3 points for an awarded forfeit
 - 3 points for a win
 - 2 points for a draw
 - 1 point for a loss
 - 2 points for a bye
 - -1 points for a forfeit
- 9.2 If 2 or more teams are tied on match points at the end of the preliminary rounds, positions will be decided by the difference in total points 'for' and total points 'against'.
- 9.3 The final format will depend on the number of teams and will be confirmed once the competition is underway.
- 9.4 Teams that forfeit will be awarded a negative 0-20 match point difference.

8. Captain's Responsibilities

It is the captain's responsibility to:

- 8.1 Ensure that your team members have all registered before the closing date.
- 8.2 Ensure that your team members have all signed in 10min before the commencement of the match and are ready to take the court on time.
- 8.3 Ensure all outstanding fees are paid by the closing date.
- 8.4 Control team behaviour both on and off the court.
- 8.5 Check the draw each week for game times and inform team members.

4. Finals

- 4.1 Once a player has played four (4) games for their nominated team, they are considered qualified for that team.
- 4.2 If the score is tied at the end of playing time, an extra time of five (5) minutes total will be played. Fouls will carry over into extra time.
- 4.3 If the score is still tied, further 2-minute intervals will be played until a result is determined.
- 4.4 Any player who is red-carded cannot play.

12 Penalties

- 12.1 This competition is social. Any rough play, abusive language, backchat, challenge to the referee's authority, etc., will not be tolerated. Team captains must take responsibility for their team and ensure all matches are contested in the spirit of the game.
- 12.2 The ball should be awarded to the opponents for a throw-in from the place nearest to the infraction, except behind the backboard.
- 12.3 Rough play includes any form of aggressive or malicious conduct, tackling a player from behind, shoulder charging and any other act or omission that, in the referee's opinion, places the safety of players at risk. In most instances, the following procedure will apply for the above infringements. Note, however, that the referee is entitled to send off any player at any stage for any reason if they feel it necessary to do so for their safety or ability to control the game effectively.
 - i. First Offence – Yellow Card - referees warning. Sin bin may apply and it under referee's discretion.
 - ii. Second offence – Red Card - Automatic Red Card and dismissal from the current and next game.
- 12.4 Substitute player can replace a player sent off in the game where the dismissal occurred for a yellow card. No substitutes allowed for a red-card.
- 12.5 If a player receives a red card the week before a final match, this rule still applies; no lenience is allowed.

- 12.6 If a player receives a red card during a match, they are to leave the field immediately and are not allowed to play for the rest of the match, as well as the next scheduled match for their team.
- 12.7 The player awarded the red card must give their name to the referee, who will record it on the scorecard and pass it on to the Sport Assisstant

12 Jewellery & Nails

- 12.1 No jewellery is to be worn. If you cannot remove a piece of jewellery, you must tape or cover it up.
- 12.2 Nails must be short and filled.

13 Blood & Injury Time

- 13.1 If a player has blood on their body, they must leave the court immediately to remove or stop the bleeding and cover the affected area. Players, whether bleeding or injured, must be substituted, and the game will resume.

14 Referees

- 14.1 The referee's decision is final. They may penalise the offending player or team with whatever is appropriate under the game's rules. E.g., For dangerous play or misconduct, the referee may warn the offending player or send them from the game for a specified time.
- 14.2 The referee also has the right to warn against harassing from the sidelines - being either players or spectators. The offending team may be penalised &/or players or spectators can be asked to leave the court.
- 14.3 Under no circumstances does the Student Guild tolerate the abuse of our referees. If a player or team has a problem with a referee, please speak to the social sports coordinator on duty. Players who disregard the rules may be suspended or asked to permanently leave the centre/field/court.
- 14.4 The referee's decision is final in all matters relating to the game. At no time during a game should a player question a referee. However, a player may ask for a rule clarification during a break.

15 Wet Weather

- 15.1 Games will not be conducted during inclement weather.

15.2 In the event of rain, please contact the Sports Officer at the Student Guild on 5552 8724 to verify if games are still on or check the Student Guild website.