



BASKETBALL

RULES



HIGHLIGHTS

- Forfeit time is five (5) minutes after the scheduled game start time. If the player or team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that player or team will forfeit and the opposing player or team will be declared the winner (assuming the opposing player or team is ready to play).
- Games are forty (40) minutes in length (two (2) twenty (20) minute halves). The length of halftime is five (5) minutes.
- A team must have a minimum of eight (8) players and can have a maximum of twelve (12) players.
- A game will consist of two (2) teams with five (5) players. A game may not start if either team consists of fewer than five (5) players.
- The height of the basket will be 3,050 mm (ten [10] feet) above the floor.
- The ball will be leather or artificial/composite/synthetic leather with a circumference between 749 mm and 780 mm for men and between 724 mm and 737 mm for women.
- Official Game Clock will be utilized in accordance with the NCAA Basketball Rules only in the last two (2) minutes of the second (2nd) half (exception is the blowout rule). The remainder of the game will be played with a running clock (no clock stoppages at all except for officials timeout)



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TOURNAMENT RULES

READY TO PLAY

- Forfeit time is five (5) minutes after the scheduled game start time. If a team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that team will forfeit and the opposing team will be declared the winner (assuming the opposing team is ready to play).

JERSEYS AND APPARREL

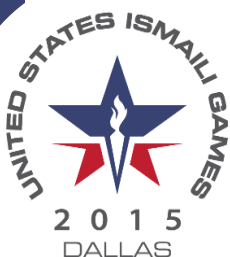
- All players participating must wear the uniforms provided by the USIG during check-in. If a player is not wearing the uniform provided, that player will not be allowed to take the court unless they have received a written waiver from the USIG National Sports team.
 - Players are not allowed to alter the uniforms that are provided by the USIG.
- Proper shoes must be worn at all times.
- If a player is not wearing the proper attire, they will not be allowed to take the court.
- It will be at the referee’s discretion to determine whether a player can rejoin the court of play after the player has corrected their attire

REFEREE’S JUDGMENT

- A referee’s judgment should not be contested.
- Failure to adhere to a referee’s judgment may warrant ejection.
- The referee’s decisions are final and no appeals of the decision will be allowed.
- Only rule clarifications may be requested following the issue in question by Team Captain and it is up to the referee’s discretion to consult the rulebook

SCHEDULING AND DELAYS

- The USIG National team has the right to adjust the schedule, rules, length of the game or any other game conditions for scheduling purposes including but not limited to unscheduled delays or weather related delays.



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OFFICIAL RULES

TEAM ROSTER

- A team must have a minimum of eight (8) players and can have a maximum of twelve (12) players.

METHOD OF SCORING

- A goal is made when a live ball enters a basket from above and remains within or passes through the basket.
- The ball is considered to be within the basket when the slightest part of the ball is within and below the level of the ring.
- The basket that is attacked by a team is the opponents' basket and the basket, which is defended by a team, is the team's own basket.

TIE GAMES

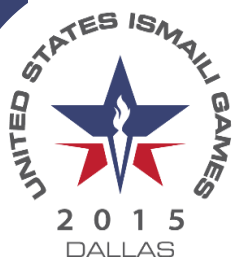
- In the event of a tie game at the end of regulation, an overtime period will be played in a five (5) minute format. If the game is still tied after the first overtime, the game shall continue with as many extra periods of five (5) minutes as is necessary to break the tie.

START OF PLAY

- The first period begins when the ball is legally tapped by a jumper on the jump ball.
- All other periods begin when the ball touches or is legally touched by a player on the playing court after the throw-in.
- The game cannot begin if one of the teams is not on the playing court with five (5) players ready to play.
- Before the first and third periods, teams are entitled to warm-up in the half of the playing court in which their opponents' basket is situated.
- Teams shall exchange baskets for the second half.

EQUIPMENT

- The top edge of each ring shall be positioned horizontally, 3,050 mm (\pm a maximum of 6 mm) above the floor, equidistant from the two vertical edges of the backboard.



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THROW IN

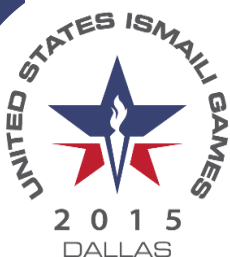
- A player taking a throw-in shall not:
 - Take more than five (5) seconds to release the ball.
 - Step into the playing court while having the ball in his hand(s).
 - Cause the ball to touch out-of-bounds, after it has been released on the throw-in.
 - Touch the ball on the playing court before it has been touched another player.
 - Cause the ball to enter the basket directly.
 - Move a total distance from the designated throw-in place, laterally in one or in both directions, not to exceed a total of one (1) metre before or while releasing the ball. He is, however, permitted to move directly backwards from the line as far as circumstances allow.

SUBSTITUTIONS

- A substitute becomes a player and a player becomes a substitute when:
 - the official calls the substitute to the playing court;
 - during a charged time-out or interval of play, a substitute requests the substitution to the scorekeeper.
- Only a substitute has the right to request for substitution. A substitute shall go to the scores table and ask clearly for a substitution and must be ready to play immediately.
- A substitution opportunity begins when:
 - the ball becomes dead, the game clock has stopped and the official has ended his communication with the scores table;
 - a field goal is scored in the last two minutes of the fourth period or the last two minutes of each extra period for the non-scoring team.
- Five (5) players from each team shall be on the court during playing time and may be substituted.
- During the game, any player who is bleeding or has an open wound must be substituted; he may return to the court only after the bleeding has stopped and / or the open wound has been completely and securely covered.

PERSONAL FOULS

- A personal foul is a player's contact foul with an opponent, whether the ball is live or dead.
 - A player shall not hold, block, push, charge, trip or impede the progress of an opponent by extending his hand, arm, elbow, shoulder, hip, leg, knee or foot, nor



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by bending his body into an abnormal position (outside his cylinder), nor shall he indulge in any rough or violent play.

- After five personal fouls, the player is ejected from the game.

TECHNICAL FOULS

- A technical foul is a player contact foul which, in the judgment of the official, is not a legitimate attempt to directly play the ball within the spirit and intent of the rules.
 - Two (2) free throws shall be awarded to the opponents, followed by:
 - a throw-in at the center line extended, opposite the scorer's table;
 - a jump ball at the center circle to start the first period.

FLAGRANT FOULS

- A flagrant foul is judged by an official when a player viciously attacks another player; that player will automatically be ejected (two free throws and the ball will be awarded to the opposing team).
 - A team is in a team foul penalty situation when it has committed four team fouls in a period.
 - A player/coach is ejected from the game after two technical fouls. kicks or attempts to kick an opponent;

UNSPORTSMANLIKE FOULS

- An unsportsmanlike foul is a player contact foul which, in the judgment of the official, is not a legitimate attempt to directly play the ball within the spirit and intent of the rules.
 - Two free throw(s) shall be awarded to the player who was fouled, followed by:
 - A team is in a team foul penalty situation when it has committed four team fouls in a period.
 - A player/coach is ejected from the game after two technical fouls. kicks or attempts to kick an opponent;

FREE THROWS

- If a foul is committed on a player who is NOT in the act of shooting:
 - the game shall be resumed with a throw-in by the non-offending team at the place nearest to the infraction.
- If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throw(s) as follows:



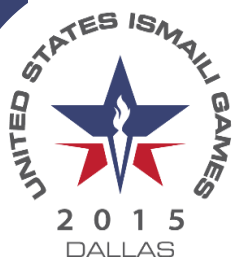
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- if the shot from the field goal area is successful, the goal shall count and one (1) additional free throw awarded;
- if the shot from the two-point field goal area is unsuccessful, two (2) free throws will be awarded;
- if the shot from the three-point field goal area is unsuccessful, three (3) free throws will be awarded.
- When players are lined up for free throws, players may not enter the painted area until AFTER THE BALL MAKES CONTACT WITH THE RIM. In the same manner, players who are lined up outside of the three point line may not step inside the three point line UNTIL AFTER THE MAKES CONTACT WITH THE RIM.

TIMEOUTS

- A time-out is an interruption of the game requested by the coach or assistant coach.
- Each time-out shall last one (1) minute. The only exception to this rule is in the last 2 minutes of the first half when the clock is running timeouts will be timed at EXACTLY 30 seconds to prevent teams from wasting time at the end of the first half.
- A time-out may be granted during a time-out opportunity.
- A time-out opportunity begins when:
 - the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table;
 - the ball becomes dead following a last or only successful free throw;
 - for the non-scoring team, a field goal is scored.
- A time-out opportunity ends when the ball is at the disposal of a player for a throw-in or a first or only free throw.
- Two (2) time-outs may be granted to each team at any time during the each half; and one (1) during each extra period.
- Unused time-outs may not be carried over to the next half or extra period (overtime).



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