

## 1032.0 RULES OF PLAY

The rules for governing BCSS Basketball shall be Federal International Basketball Association (FIBA) with the following

modifications:

1032.1 Thirty (30) shot clock, full reset after the ball strokes the ring. Teams are required to advance the ball across the half court time in no more than ten (10) seconds.

1032.2 All throw-ins as part of any unsportsmanlike foul or disqualifying foul, shall be administered from the frontcourt throw-in spot. In all cases, the team awarded the throw-in shall have:

- Eighteen (18) seconds on the shot clock

### 1032.3 Shot Clock

1032.3.1 Following a foul or violation against the team in control of the ball, the opponent shall be awarded a throw in:

- Occurring in the backcourt - reset to thirty (30) seconds
- Occurring in the frontcourt - reset to eighteen (18) seconds

1032.3.2 During the last two (2) minutes of the game - when a time-out is awarded in offensive team's backcourt, the coach has the option of retaining possession in their team's backcourt or moving the ball to the throw-in spot in the front court.

1032.3.2.1 Following the time-out, the Head Coach must immediately inform the closest official which option is to be taken. Failure to do so - the throw-in shall remain in the team's backcourt.

- Backcourt throw-in after an opponent's foul, violation, or legal score: **thirty (30) seconds**
- Advanced to the frontcourt – if more than 18 seconds: **eighteen (18) seconds**
- Advanced to the frontcourt - no reset if less than **eighteen (18) seconds**

### 1032.4 Technical Foul:

One (1) free throw to be administered immediately (but following a time-out, if applicable). Following the Technical foul free throw(s), play to resume: ball returns to the team which was in control of the ball or to the team entitled to the ball.

1032.5 Ball lodges between the ring and backboard, the shot clock is reset to: **thirty (30) seconds**

1032.6 FIBA pre-game warm-up procedure shall NOT be used.

1032.7 Home team (or as designated by the tournament) shall have choice of team benches and will shoot at the basket furthest from that bench in the first half

1032.8 Each team shall be permitted their three (3) allotted time-outs at any time during the second half. A maximum of two (2) time-outs in the final two (2) minutes of the fourth (4th) period no longer applies. Unused time-outs shall not be carried over to any extra period.

1032.9 Under no circumstance shall any video system be used for an official, coach, game director or administration to clarify any on-court rules interpretation. Replay and video may be used when reviewing (an) event(s) for the purposes of discipline.

1032.10 Teams must be on the field of play ready to play (with the required number of players) within ten (10) minutes of game time. Failure to do so will result in forfeiture. Referees will inform the Tournament Director after ten (10) minutes of game time which team defaulted.

1032.11 A disqualified player is required to leave the field of play, meaning the competition gymnasium. If no suitable supervision is available for the student-athlete, the player may remain on the bench but may not communicate with other members of the team or the officials.

1032.12 The scoresheet should be completed and signed by both coaches with at least five (5) minutes remaining in the warm-up period.