



Brisbane Basketball Incorporated

2019 Senior Competition Playing Rules

These are the playing rules in conjunction with the Brisbane Basketball Core Competition. New rules have been implemented or amended for 2019 and at any time can be changed. Information on game times is available on the website –

www.brisbane.basketballqld.com.au

1. Game Timing Rules

1.1 Playing time

- The warm up period should have a minimum of 3 minutes with up to 5 minutes if time allows.
- A game will consist of four quarters with a time of ten (10) minutes each quarter.
- Intervals of one (1) minute at quarter time and three quarter time
- An interval of two (2) minutes for half time.
- No overtime during fixtures.

1.2 Timing regulations during each quarter.

- The game clock does not stop for match infringements or timeouts during the first and third quarters. No time outs can be taken during the last minute of these quarters.
- The game clock will stop for match infringements and timeouts (ie on any referees whistle) during the last minute of the second quarter and the last two minutes of the fourth quarter.
- The game clock will restart when the ball touches a player on the court
- During normal fixtures if at full time the scores are level a draw shall be recorded.
- During the finals if the scores are level at full time intervals of three (3) minutes of overtime will be played until as such time a winner is decided. Should multiple overtime intervals be required these will be separated by an interval of one (1) minute.

1.3 Charge Timeouts

- Two (2) timeouts are available in the first half
- **Two (2) timeouts are available in the second half. This is a new rule for 2019**
- One (1) timeout may be granted at any time during each period of overtime

2. General Playing Rules

2.1 Minimum team numbers

The minimum number of eligible players required to commence a game is four (4).

Where a team does not have four (4) players available to take the court to start a game they can use a fill in (pick –up) player from another team PROVIDED that the fill in player is a registered player with BBI. The result of the game will be recorded as a loss. Regular game fees apply.

3. Start of season uniform.

3.1 Teams are given three (3) weeks grace at the start of each season to arrange correct uniforms before any penalty is enforced.

4. Tech Foul/Referee Abuse

Players who receive a Technical Foul for referee or player abuse will be subject to a 5 Minute Period of substitution They are to sit out this time on their team bench.

5. Overrule. The BBI Management Committee reserves the right to overrule or modify any rules.

Art. 17 Throw-in

Reason for change

To prevent the throw-in violations and delay during the last 2 minutes of the game.

New rule

17.2.8 When the game clock shows 2:00 minutes or less in the fourth period and in each extra period, on a throw-in the defensive player shall not move any part of his body over the boundary line to interfere with the throw-in. The official shall use a preventative signal (shown) as a warning while administering the throw-in.

A violation after the warning shall lead to a technical foul.

A



Art. 24 Dribbling

Reason for change

To allow for more spectacular play and to meet the reality of the game.

New Rule

A dribble is the movement of a live ball caused by a player in control of that ball who throws, taps, rolls the ball on the floor.

Deleted from the rule: "**or deliberately throws it against the backboard**".

Art. 29 24 seconds

29.2.4 When the game clock shows 2:00 minutes or less in the fourth quarter or in overtime, following a time-out taken by the team that is entitled to the possession of the ball from its backcourt, the **Coach or Captain of that team** has the right to decide whether the subsequent throw-in shall be administered at the throw-in line opposite the scorer's table in the team's frontcourt or in the team's backcourt.

Art. 35 Double Foul

Reason for change

To simplify the foul principles in the situation when 2 opponents commit personal fouls against each other at approximately the same time.

New rule

35. Double foul

35.1. Definition 35.1.1 A double foul is a situation in which 2 opponents commit personal fouls against each other at approximately the same time.

35.1.2 To consider 2 fouls as a double foul, the following conditions shall be required:

Both fouls are player's fouls. –

Both fouls involve physical contact. –

Both fouls are between 2 opponents fouling each other.

Both fouls have the same penalty.

Art. 36 Technical foul

Reason for change

To avoid double penalty situation after a technical foul is called and to ensure the balance between team with the ball or without the ball.

New rule

If a technical foul is called, 1 free throw shall be awarded.

After the free throw, the game shall be resumed by the team which had control of the ball or was entitled to the ball from the point when the technical foul was called.

Art. 39 Fighting

Reason for change

To penalise team bench members for leaving the team bench area during the fight on the court differently (whether they are actively involved in the fight or not).

Proposed new rule

Any team bench personnel who, after leaving the team bench area, is actively involved in a fight shall be disqualified according to the respective articles (Disqualifying foul).

Throw-in after an unsportsmanlike or disqualifying foul

Reason for change

To speed up the game, to allow for more possession thus for possibly more scoring. To eliminate complex situations after a throw-in from the centre line.

Amended rule

- All throw-ins as the part of an unsportsmanlike and disqualifying foul shall be administered from the throw-in line in the team's frontcourt.
- All throw-ins to resume the game after a fighting situation has occurred shall be administered from the throw-in line in the team's frontcourt.
- In all cases the team shall have 14 seconds on the shot clock.

The throw-in to start any quarter other than the first quarter and any overtime shall remain from the center line, as they are not part of a penalty for an infraction.

B - Scoresheet

Reason for change

To clarify when a technical foul against a coach shall be penalised with 1 or 2 free throws. **New rule**

38.2.4 The number of free throws shall be awarded as follows:

- If the foul is a disqualification of an assistant coach, substitute, excluded player or an accompanying delegation member, including for leaving the team bench area in a fighting situation, and this foul is charged to the coach as a technical foul: **2 free throws**.

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