

INDOOR BASKETBALL - COMPETITION RULES

Game Structure

- Duration: 4 quarters of 9 minutes each
- Quarter times: 1 minute

Teams

- Players: Each team has 5 players on the court, with unlimited substitutions. A team must have at least 4 players to start the game.
- Mixed Teams: A mixed team can have maximum 3 male players on the court at one time.
- Substitutions: Can be made at any stoppage in play. Players must enter and exit at the designated substitution area.

Scoring

- Field Goals:
 - Inside the three-point line: 2 points.
 - Beyond the three-point line: 3 points.
- Free Throws: Each successful free throw is worth 1 point.

Game Play

- Starting the Game: The game begins with a jump ball at centre court.
- Dribbling: Players must dribble while moving. Once a player stops dribbling, they cannot resume dribbling until another player has touched the ball.

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Fouls

- Personal Fouls: A player is disqualified after 5 personal fouls.
- Team Fouls: Once a team reaches 5 fouls in a half, the opposing team is awarded 2 free throws for each additional foul.
- Technical Fouls: Result in 2 free throws for the opposing team. Players can receive a technical foul for unsportsmanlike behaviour.

Violations

- Travelling: More than two steps without dribbling results in a turnover.
- Double Dribble: Dribbling, stopping, and then dribbling again is not allowed.
- Three-Second Violation: Offensive players cannot remain in the key (paint area) for more than 3 seconds while their team is in possession.

Timeouts

- No timeouts. The game will stop only for injuries.

Officials

- One referee enforces the rules, manages gameplay, and settles disputes. The referee's decision is final.

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Conduct

- Players and coaches must uphold sportsmanship. Unsportsmanlike conduct may result in a technical foul or ejection.
- Dissent towards the referee = disqualification.

Finals Eligibility

- Players must have their name, email, and phone number registered in Spawtz.
- To qualify for finals, players must have participated in at least 3 games in the current competition.

Competition Points

- Win: 3 points
- Draw: 1 point
- Loss: 0 points
- Forfeit (win): 3 points
- Forfeit (loss): 0 points
- Forfeit (less than 24 hours' notice): -1 point

Game Fees

- Teams must pay game fees before each match.
- Teams must pay the game fee if forfeiting within 24 hours' notice.