

These Rules must be read together with:	☒ The Curtin Stadium Conditions of Entry. ☒ The Social Sport Participation Conditions. See links on the Curtin Stadium Website (Website) .
Contacting Curtin	For general enquiries, please contact the Sport Participation team (p: 9266 7052 e: stadiumsports@curtin.edu.au)
Game Length	Two 18-minute halves
Half Time Break	Two minutes
Time-outs	- Each team is permitted one 30 second time-out in each half of each game, however the game clock will continue to run during this time. - No time-outs are permitted in the last 3 minutes of any half.

1. GENERALLY APPLICABLE RULES

- 1.1. Umpires will endeavour to apply the [FIBA Official Basketball Rules](#), but may modify them as appropriate for the venue and at the discretion of Curtin and the umpire for the safety of any person.
 - 1.1.1. These Rules will prevail if there is any discrepancy.
- 1.2. Players are free to participate in a manner which best reflects their gender identity, and these Rules will be applied on the basis of gender identity.
- 1.3. Participants are responsible for conducting themselves in the spirit of the game – mutual respect, adherence to the rules, and enjoyment of the game.
- 1.4. The umpire will start the game at the scheduled time. Teams who are not ready to play may face penalties (see section 4).
- 1.5. Curtin will supply an approved ball for use during games.

2. PLAYERS

- 2.1. The maximum number of players on court at any time is five.
- 2.2. The minimum number of players on court at any time is four.
- 2.3. There is no limit to the number of players permitted to be on the bench.
- 2.4. In Mixed Basketball,
 - A Team with no female-identifying players must forfeit.
 - Teams must have a minimum of two female-identifying players on court at any time.
 - There is no limit on maximum number of female-identifying players on the court at one time.
- 2.5. If a Team has an incorrect ratio of players, they may either play:
 - With fewer total players – five players, minus however many female players the team is missing. The final score will stand for the competition.
 - A friendly game with the incorrect ratio, assuming an automatic loss. The team with the incorrect ratio will be awarded a forfeit (0 points for them and win points for the opposition).
 - In either circumstance, both teams must pay their normal game fee.

Female Players	Max. Players Allowed
Two or more	Five
One	Four
None	N/A - Forfeit

3. SUBSTITUTION OF PLAYERS

- 3.1. Substitutions of players can only occur on a stoppage of play.
- 3.2. If a late player is coming on court after the game is started, they will only be allowed on court at a stoppage of play. The umpire must be notified of a new player coming on court.
- 3.3. If a player is injured during the game and unable to continue, a substitution player can come on court to replace the injured player.

4. MIXED BASKETBALL BLOCK RULES

SOCIAL BASKETBALL RULES

- 4.2. Males cannot block female shots that are taken outside of the key. A male defender's arms may be extended upward but cannot jump to block the shot.

5. JUMP BALL/ALTERNATE POSSESSION

- 5.2. The umpire will start the game with a jump ball at the centre circle in the first half.
 5.3. The start of the second half will be decided with the alternate possession rule.
 5.4. Any resulting jump ball calls during the course of the game will be decided with the alternate possession rule for the Team possession of the ball.
 5.5. Extra periods will begin with a jump ball and subsequent jump ball calls decided with alternate possession rule.

6. FOULS AND FREE PASSES

- 6.2. If any player fails to adhere to the umpire's decision, the infringing player(s) may be asked to adjust their behaviour or be warned, and penalties or fouls may be issued at the umpire's discretion.
 6.3. If a team receives eight fouls within one half, any additional fouls will result in two free throws, and the opposing team will gain possession of the ball after those free throws.
 6.4. During the season, including Finals, team foul counts from the first half will reset at the start of the second half.
 6.5. All team fouls committed during an extra period shall be treated as if they occurred in the second half. If a foul is committed by a player on the team in possession/control of the ball or on the team entitled to the ball, the foul will be penalised with a throw-in awarded to the opponents.

4. PENALTIES

- 4.1. Teams must have the requisite number of players on the court, in the correct player ratio, to be considered "ready to play". If a Team is late, they will be penalised as follows:

Number of minutes late	Point penalties
2 minutes	4 points
3 minutes	6 points
4 minutes	8 points
> 4 minutes < 10 minutes	8 points + 4 points for each extra minute
> 10 minutes	N/A - Forfeit

5. DRAWS

- 5.1. In the event of a draw in a regular season game, the score will stand.
 5.2. In the event of a draw in a Finals game, teams will go to extra time of 5 minutes and the team that finishes the extra time with the most points wins.
 5.2.1. If scores are still tied at the end of the extra time, the game will reset, a jump ball will be issued and the first Team who scores will win.

7. FORFEITS

- 7.2. If a team forfeits their match, the opposing team:
 5.2.1. Will be awarded a win of 20 – 0; and
 6.2.1. Will have their game fee (already paid) held over and applied to the next game unless a scratch match is organised in its place.

8. SUSPENSIONS AND EJECTIONS

- 8.2. Incidents that are deemed dangerous or unsporting, as reported by the umpire or an opposing team, will be investigated by Sport and Recreation Coordinators.
 8.3. All participants must adhere to the Curtin University Sport Participation Terms and Conditions and the Conditions of Entry. Any behaviour that violates these conditions may result in consequences determined by Curtin, at its sole discretion.
 8.4. Any player that receives two technical fouls in one game will be ejected from the game. If this results in the Team not having enough numbers to play on, then that Team will forfeit the game.

9. UMPIRE AND CURTIN DISCRETION

SOCIAL BASKETBALL RULES

- 9.2. If a situation arises which is not covered by these Rules, the Umpire, Supervisor and/or Sport and Recreation Coordinators will use their discretion to make a decision.