



# MIXED BASKETBALL CAMPUS SPORT



# CAMPUS SPORT: MIXED BASKETBALL RULES

amended February 2021 by MU Sport

In this competition, the emphasis is on enjoyment, social atmosphere and skill development/maintenance. All games shall be played as per the **Official Basketball Rules of FIBA**, except to the extent that they are negated or modified by these rules. All rules are open to the interpretation of the referee and their decision is final.

## LOCATION

All games will be played on the East and West stadiums, upstairs in the Nona Lee Sports building.

## TEAM REGISTRATION

Teams must be registered by the Captain or Primary contact through the registration links available on the Campus Sport website.

**Full payment of the registration fee must be paid upon completion of this form** for a team to be guaranteed entry into the competition.

## PLAYER REGISTRATION

All participants must complete an online registration form before taking the court; they will then be named on the weekly score sheet.

All players are required to sign the score sheet prior to taking the court – all players must play a minimum of 1 game to participate in finals. If a player does not sign the sheet, that match will not count towards games played.

**Any player not signed for the required number of games will not be eligible to participate in finals.**

If a player has not registered online, they must still write their name on the scoresheet. While this will not count towards their finals eligibility, they will be covered for insurance purposes.

## THE PLAYERS

**A maximum of 5 players** may take the court at a time, and no less than 3 players. If a team does not have 3 players, the game will not commence until at **least 3 players have arrived.**

A team must always have at least **1 female on the court**, and a **maximum of 3 males** (i.e. if you have only 1 female on the court, you can only have a total of 4 players).

MU Sport provides a safe and inclusive environment for all participants. Participants are free to participate in these

competitions in a manner which best reflects their gender identity. The rules for this competition will be applied on the basis on gender identity. Any discrimination based on gender identity, or behaviour which could be classified as transphobic, will not be tolerated.

## GAME COMMENCEMENT

Teams should arrive 10 minutes prior to the commencement of their match to allow for smooth transition of games.

Teams must be ready to start at the scheduled times. If the opposition does not show at the beginning of this period, then the clock shall commence running and they will be **penalised 1 point per minute that they are late.**

The game will begin with a **jump ball**. It can be either **male v male**, or **female v female**. Hereafter, there will not be jump balls, umpires will keep track of whose possession it is.

Each team **must provide a scorer** (which may be a substitution player) for the game to begin.

## LENGTH OF THE GAME

The game structure for the **preliminary rounds** of the competition is as follows:

- 16-minute halves
- A half time break of 2 minutes

Substitutions can be made on any whistle, through either the score bench, or by informing the umpire. Teams may also make substitutions on a time out or at half time.

In **finals and playoffs**, the same structure will be followed. In the event of a draw at the end of the game, extra time will be given.

## CONTACTS

Sport Competitions Coordinator  
[sport-competitions@unimelb.edu.au](mailto:sport-competitions@unimelb.edu.au)



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## EXTRA TIME

- 2 x 5 minutes with a 1-minute half time break.
- Teams will not swap ends at the beginning of extra time and will instead swap ends at half time of the extra time.
- In the event of a draw again at the end extra time, no further time will be given. Instead, the game will continue until a team is at least 4 points ahead. This team will then be declared the winner.

## FORFEITS

In the event of a forfeit, the winning team will be awarded **a score of 30-0 and 4 competition points**. There is no monetary penalty for a forfeit, but teams must let the competition coordinator know if they are unable to play any given week. A team will be ineligible for finals should they forfeit more than 2 times in a season.

## UNIFORM AND JEWELLERY

Players are advised to wear suitable sports clothing and **proper sports shoes must always be worn**. Players cannot take the court in bare feet.

**Bibs with numbers will be provided** to all teams at the beginning of each match. These must be returned to the referees at the end of the game.

**No jewellery shall be worn** except for a wedding ring, a medical bracelet, or small stud earrings which must be taped to the satisfaction of the umpire. All fitness trackers and watches must be removed before the game.

**Fingernails must be cut short or taped** to the satisfaction of the umpire. Alternatively, gloves may be worn. Nails and jewellery will be checked by the umpires before the game.

## MISCONDUCT

All players must be respectful towards each other, as well as towards the umpires. This is a social competition, and any form of player misconduct will not be tolerated and may result in you or your team being excluded from the competition.

Any player who commits a **technical** or **unsportsman-like** foul will be placed in the **sin bin**. The player may sit on the team bench during this time but will not be allowed back on the court until **5 minutes of playing time has passed**.

## RULE CLARIFICATION

If players would like clarification on a rule or a call, that player may approach both referees at any of the breaks and ask for rule clarification. Players must conduct themselves in a professional manner when doing this and put their inquiry in the form of a question.

## POINTS

4 points will be awarded for a win, 0 points for a loss and 2 points for a draw. Teams who lose by forfeit will receive 0 points and their opposition will receive 4 points. The result for a forfeit shall be recorded as 30-0.

## TIME-OUTS

Teams are permitted only **1 time out per game**. Each time-out will be 1-minute in length. Players can only call a time out after a whistle has been blown. **The clock will not stop for a time out.**

## INDIVIDUAL PLAYER POINT LIMIT

The maximum amount an **individual player may score is 10 points**. However, if a player is less than 10 points and exceeds this total from his/her last shot, these points will count. It is the score table's responsibility to inform the player if they have scored 10 points, and further points from this individual will not be rewarded to the player/team.

## DEFENSE

Each player can have a maximum of **5 fouls** before a compulsory substitution, and each team can have a maximum of **7 fouls** before penalty shots are awarded to the opposition (i.e. shots will be awarded on the 8th team foul).

## INJURY

A player may call for 'time' due to an injury or illness. The umpire may stop the game at any time.

**First aid is available at the Sport Centre reception.**

It is the responsibility of the team captain together with MU Sport Reception Staff to administer first aid when required, not the umpires. **All injuries must be reported to either the competition coordinator or to reception** by the injured person/s or team captain and an incident report made where necessary.

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