

UniSport Australia Guideline

Basketball

Men and Women

UniSport Australia (UniSport) basketball competitions are conducted in accordance with the rules of the [Federation of International Basketball Association \(FIBA\)](#) except where these differ from UniSport competition guidelines; in which case the latter shall take precedence. Reference should also be made to the UniSport *Breach of Competition Requirements* guideline for penalties related to breaches.

1. Team/squad size

- Minimum registered players – 8
- Maximum registered players – 12
- Maximum cross registrations – 3
- Minimum number of players that can take the court without incurring a forfeit – 4

2. Competition rules

2.1. Game duration

- a) All games will be 4 x 10 minute quarters with 2 minutes between quarters and 5 minutes at half time. The clock will stop on all referee whistles in the final minute of the 2nd quarter, and the final 2 minutes of the 4th quarter.
- b) Teams are allowed two time outs per half (except in medal matches).
- c) Medal matches will be played as fully timed games with an additional timeout for each team in the final quarter and in any additional periods of play.
- d) Shot clocks will be used for all competitions.

2.2. Pool points scoring

Points for each match shall be awarded as follows:

- Winning team: 3 points
- Drawn match: 2 points per team
- Losing team: 1 point
- Forfeited team: 0 points

2.3. Pool tie-breakers

In the event that two or more teams have the same number of points at the completion of the preliminary rounds, the higher placed team(s) will be decided by the following criteria:

- a) If two teams tie then position is determined by head to head result of their pool match. If their pool match was a draw, then the team with the highest overall percentage finishes higher. If three or more teams are tied, then position is determined by the points percentage from the scores for just the teams that are tied only (not overall percentage).
- b) If still tied, a coin toss shall determine the higher ranked team

2.4. Drawn matches

- a) If preliminary matches are drawn at full time, both teams will be awarded 2 points as per section 2.2.

- b) If progression or medal matches are drawn at the end of normal time, extra periods of 5 minutes duration shall be played until a result is obtained. If more than one duration of 5 minutes is required there will be a rest period of 2 minutes between.

3. Misconduct

All misconduct by players or team staff that occurs during the normal proceedings of a game will be actioned as according to the [Basketball Australia Tribunal By-Law](#)

4. Team duties

4.1. Team duty requirements for basketball are:

- a) Each team will be rostered to provide a duty team for a number of matches over the duration of the championships.
- b) The duty team will consist of two people from one team to fill the roles of scoreboard operator and scoresheet. One team from the second scheduled match of the day will also be required to duty the first match of the day

4.2. The person fulfilling the team duty requirements can be any competent person associated with that team or university and does not necessarily have to be a player e.g. team manager.

5. Uniform requirements

5.1. Uniforms shall adhere to the requirements outlined by the [2024 FIBA Official Basketball Rules](#) (Rule 4.3 & 4.4), except where stated below

- a) Skins, compression garments & shooting sleeves can be worn as long as they are either black, white or the same dominant colour as the uniform top/shorts being worn for that game.
- b) No jewelry is permitted even if taped up, shorts cannot have pockets and long hair must not be in braids that is not tied up.
- c) FIBA Rule 4.3.3 (minimum of two sets of shirts) does not apply
- d) Coaches must be dressed appropriately in smart attire

6. Forfeits, delays and abandonments

6.1. Basketball teams are subject to penalties under the UniSport guideline *Breach of Competition Requirements*.

6.2. A forfeit will be declared 10 minutes after the scheduled start of play where either team is unable to commence play.

6.3. The forfeit score is 20 points to nil (0).

6.4. If a team is late but takes the court prior to the 10 minute forfeit time, the game shall start without the clock being reset and the team running late penalised a point for each minute (or part thereof) that has expired.

6.5. Should the commencement of a game be delayed due to no fault of either team (as determined by competition management or UniSport), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended game duration will need to be agreed upon by both teams. If a resolution between the teams is not possible then the Competition Manager (or their delegate) will make the final decision regarding match format, which will not be subject to appeal.

6.6. In the event of a game being abandoned, the UniSport *Abandonment of Sporting Competitions* guideline will be implemented.

Previous amendments

August 2001 | July 2004 | July 2005 | August 2005 | March 2010 | April 2011 | March 2012 | May 2014 | February 2015 | April 2017 | October 2017 | February 2018 | March 2018 | March 2019 | January 2021 | June 2022 | June 2023 | May 2024 | March 2025

*All competitions will be held in accordance with the UniSport competition guidelines.

