

# UniSport Australia Guideline

## Indigenous Nationals - Basketball

### Mixed

The Indigenous Nationals basketball guidelines are based on UniSport and [Federation of International Basketball Association \(FIBA\) 2024 Official Basketball Rules](#). However, due to the nature of the event, some changes or additions have been made, which have been outlined in this guideline. These changes noted below take precedence.

#### 1. Team/squad size

- 1.1 Minimum registered players – 12
- 1.2 Maximum registered players – 16
- 1.3 Minimum number of players that can take the court without incurring a forfeit – 5
- 1.4 Maximum number of males permitted on the court at any one time – 3
- 1.5 Minimum number of males required on the court at any one time – 1
- 1.6 Should any team be unable to field a mixed line-up per the parameters above at any point throughout the game, the game will result in a forfeit and penalties apply as per section 6.

#### 2. Game time/duration

- 2.1. All games will be two x 12 minute periods in duration with three minutes for half time. There will be no clock stoppages during play.
  - a) Five minutes of warm up time will be permitted.
  - b) Teams are allowed one 30 second time out in the first half and one 30 second time out in the second half however it must not be taken or run into the final two minutes of play of each half.
  - c) The game clock will begin running as per scheduled draw unless there are adverse unforeseen circumstances.

#### 3. Match format

- 3.1. Preliminaries are a round robin pool format, with points for each match being awarded as follows:
  - a) Winning team: 3 points
  - b) Drawn match: 2 points per team
  - c) Losing team: 1 point
  - d) Forfeiting team: 0 points
- 3.2. Teams will be re-ranked according to competition points, following the preliminary rounds, with only the top team from each pool progressing to the finals (depending on number of teams entered into the competition).
  - a) If there is an unequal number of teams across pools in the preliminary rounds (i.e. one pool of 3 teams), eliminated teams shall be re-ranked according to win percentage (games won/games played) instead of competition points. A draw is considered 50% of a win.
  - b) Should teams still be level on win percentage, then rule 3.4 shall apply
- 3.3. Finals are a single elimination format, with only the winner of each game progressing through to the next round of finals.
- 3.4. In the event of two or more teams having the same number of competition points at the conclusion of the preliminary matches, the higher placed team will be decided by applying the following criteria:
  - a) Higher game points difference (for and against) of the games between the teams concerned.
  - b) Higher number of game points scored in the games between the teams concerned.
  - c) Higher game points difference (for and against) of all games in the pool
  - d) Higher game points scored in all games of the pool.
  - e) In the event that this still does not separate teams, then a toss of a coin will decide the winner.

#### 4. Drawn matches

- 4.1. If preliminary matches are drawn at full time, both teams will be awarded two points as per section 3.1.
- 4.2. In the event of a draw in the progression matches, extra periods of three minutes will be played until a result is obtained. If more than one duration of three minutes is required, there will be a rest period of one minute between.
  - a) No timeouts are permitted during the extra periods of three minutes.

## 5. Other rule variations

- 5.1. There will be back court violation.
- 5.2. Male players are not permitted to attempt to block or block female players in the act of shooting (see Art. 15 in [FIBA 2024 Official Basketball Rules](#) for definition of act of shooting). That includes leaving the ground, raising their hands, making physical contact with the ball or in the referee's judgment, the male defender's actions impeding the female players shot in the act of shooting.
  - a) If a violation occurs and the shot misses, an endline throw-in is awarded. If the shot goes in, then play shall continue with a throw-in from the end line.
  - b) If the male player deliberately attempts or executes a block on a female player's shot, then a technical foul shall be assessed (the female player in the act of shooting will receive 1 free throw) and the offensive team will maintain possession.
- 5.3. Only females will be permitted to enter the restricted (key) area at each end during the first half of the match. If a male enters the restricted (key) area, it is a foul and the ball will be played from the side.
  - a) A violation with an endline throw-in if accidental or a technical foul if deliberate.
- 5.4. When team fouls reach the maximum of four, the opposing team will then be awarded two free throws.
- 5.5. The ball size used for the mixed competition will be a standard size 7.
- 5.6. If a player were to receive a game disqualification (combination of 2 technical fouls and/ or unsportsmanlike fouls) or receive a disqualifying foul, the competition manager can enforce a one (1) game suspension on the player pending the actions that occurred at their discretion.

## 6. Forfeits

- 6.1. Basketball is run under the [UniSport Guidelines – Breach of Competition Requirements](#).
- 6.2. A forfeit will be declared seven minutes after the scheduled start of play where either team is unable to commence play.
- 6.3. One point will be awarded against a team for every minute, or part thereof, they are late in taking the court until the forfeit time is reached.
- 6.4. The forfeit score is 20 points to nil (0).
- 6.5. Should the commencement of a match be delayed due to no fault of either team (as determined by the competition management) the match shall be played in its full duration if possible. If full game duration is not possible, the recommended revised game time duration will need to be agreed upon by both teams. If resolution between the teams is not possible, then the competition manager (or their delegate) will make the final decision regarding match duration, which will not be subject to appeal.

## 7. Team duties

- 7.1. Team duty requirements for basketball are:
  - a) Each team may be rostered to provide a duty team for a number of matches over the duration of the competition.
  - 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
- 7.2. 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.

## 8. Uniform requirements

- 8.1. The specific uniform requirements for Indigenous Nationals basketball are as per the FIBA rules with the following UniSport uniform requirements:
  - a) Shirt, singlet, shorts or 'all-in-ones' permitted
  - b) Numbers on the back of shirts to be a minimum of 16cm high and may only use numbers 0, 00 and 1 to 99.

- c) All numbers on shirts need to be clearly visible and in a contrasting colour to the dominant colour of the shirt.
- d) Shirt number to remain the same for each player for the entire tournament.

## 9. Presentations

- 9.1. Medal presentations will be conducted following the conclusion of the final match.
- 9.2. One 'Most Valuable Player' and one 'Best Spirited Player' will be selected based on votes made by referees, which will be awarded at the closing ceremony.

\*All competitions will be held in accordance with the UniSport [event and participation guidelines](#).

