



‘BQ33’

Rules of the Game



The BQ33 Basketball Game will be played in accordance with the rules underlined below. The Official FIBA Basketball Rules are valid for all game situations not specifically mentioned in BQ33 Rules. It goes without saying that the spirit of fair play and sportsmanship are an integral part of BQ33 Rules.

1. Court

The game will be played on a half court of a regular FIBA basketball playing court.

2. Teams

Each team shall consist of a maximum of four (4) players (3 players on the court and 1 substitute) and an optional one (1) coach.

3. Game Officials

Each game will have a court monitor / official. Their primary duty will be to keep score and handle any disputes that arise. If in their opinion, the game needs to be officiated due to rough play, they will officiate the game and be the ruling authority for the contest.

4. Beginning of the Game

Games must start at the allotted time. Both teams to warm-up simultaneously for one (1) to three (3), where time permits.

The game shall begin with a jump ball at the free-throw line, Team A facing the basket. The team that gains control of a ball shall be entitled to shoot for the goal immediately, without necessity of returning the ball to behind the three-point line. The opponents will be entitled to the ball at the next jump ball situation in accordance with the alternating possession arrow rule.

5. Playing time/Winner of a Game

5.1. The regular playing time shall consist of three (3) periods of five (5) minutes each.

5.2. However the first team which scores 33 or more points will be the winner of a game if it happens before the end of a regular playing time.

5.3. If the score is tied at the end of the last period, the game shall continue with as many extra periods of two (2) minutes as is necessary to break the tie.

5.4. There shall be an interval of one (1) minute before each period and each extra period.

5.5. The game clock shall be stopped after the successful field goal only in last one (1) minute of the last period and of the extra period. The game clock shall be restarted once the offensive player receives the ball at any place on the court.

5.6. A team shall lose the game by forfeit (33:0) if three (3) minutes after the scheduled starting time the team is not present on the playing court with three (3) players ready to play.

6. Fouls by Player/Fouls by Team

- 6.1 A player who has committed four (4) fouls must leave the game. A team is in a penalty foul situation when it has committed three (3) fouls in a period.
- 6.2 The game is self-officiated in the majority. Fouls may be called by either team at any time. However, calls are usually reserved for fouls, by the defense, which deprive an offensive player from scoring and/or fouls, by the offense, which enable a basket to be scored by an unfair act by an offensive player against a defensive player. Off the ball fouls should rarely be called, just as violations such as traveling. Constant calling of trivial fouls will take away from game time and decrease the general enjoyment of the game.
- 6.3 If this system does not work, the court monitor / official will decide the issue. The supervisor's decision may include the termination of the game.

7. Fourteen second device

The team must attempt a shot for a field goal within 14 seconds (court monitor / official to scrutinize).

8. How the Ball is Played

8.1. Following each successful field goal or last free throw:

- A player of a non-scoring team will resume the game by passing the ball from the place behind the end line to his teammate to any place on the court. However, if that place is not behind the three point line, the ball receiver must dribble/pass the ball to a place on the court behind the three-point line.
- Once the ball is behind the three-point line, a minimum of two (2) players of the offensive team (ball receiver/dribbler and his teammate) must touch the ball before an attempt to score.

8.2. Following each unsuccessful field goal or last free throw:

- If the offensive team rebound the ball, it may continue to attempt the score without returning the ball to behind the three-point line.
- If the defensive team rebound the ball, it must return the ball (by passing or dribbling) behind the three-point line.
- Once the ball is behind the three-point line a minimum of two (2) players of the offensive team (ball receiver/dribbler and his teammate) must touch the ball before an attempt to score.

8.3. Following the steal, turnover etc.:

- If it happens within the two-point area, the ball must be passed/dribbled to a place behind the three-point line. Once the ball is behind the three-point line, a minimum of two (2) players of the offensive team (ball receiver/dribbler and his teammate) must touch the ball before the attempt to score.

8.4. Should the first offensive player who has dribbled/received the ball at a place behind the three-point line attempt to score, it is a violation. If he is fouled on his attempt, it is a foul but not on the shooter.

8.5. All throw-ins following the fouls (without free throws), violations, out-of bounds, at the beginning of a second and third period and of the extra period shall be taken from the out-of-bounds level with the top of all three-point line, closest to the infraction. The ball must be checked. The thrower-in must pass the ball to his teammate to any place on the court behind the three-point line. However, if that place is not behind the three-point, the ball receiver must dribble/pass the ball to a place on the court behind the three-point line.

8.6. Dead Ball Checking is done following a substitution, the settlement of a dispute, or any other long delay in the game. The procedure for checking a dead ball is for the defensive team to bounce pass the ball to the offensive player who is standing behind the check line. This procedure allows both sides to get ready prior to the start of play.

8.7. Dunking of the ball is not permitted unless pressure-released rings are used.

9. Substitution

A substitution shall be permitted when the ball becomes dead.

10. Time-outs

There are no time-outs granted to any team at any time.

11. Allocation of Points

From the field / foul -	1 point
Three pointer-	2 points

12. Age Groups

Mens and Womens- Open age.

Under 18- players cannot be turning 18, as at Dec 31 of the year of the competition.

Under 16- players cannot be turning 16, as at Dec 31 of the year of the competition.