



BASKETBALL

RULES

Number of players

- The number of players on the court for each team is five and the maximum number of substitutes is seven.
- A team has a maximum of 12 players.
- Each game is made up of two halves, each lasting 15 minutes. The clock stops only during the last two minutes of the second half.
- Depending on the length of the previous game, a warm-up period of 10 to 15 minutes is provided to the teams before the game so that they can get ready for each of their games. If a team arrives late for the warm-up period, the other team is awarded two free throws. If a team is not on the court at the scheduled start of the game, the other team wins by default.
- If the start time is delayed by the length of previous games, there will be a minimum warm-up period of five minutes.
- If the score is tied at the end of the game, the teams will play a five-minute overtime period during which the clock will not stop, to determine the winner. If the score is still tied, the teams will play another five-minute overtime period during which the clock will not stop.

Scoring

Scoring is as follows:

- A basket counts for two points.
- A basket counts for three points if the throw is from outside the three-point line.
- A successful free throw counts for one point.

Rules

- Three-second rule: when attacking, a team's players may not remain over three consecutive seconds in the opposing team's "key" whether they have possession of the ball or not. After the ball is thrown, the three-second rule must again be observed if a member of the attacking team gains possession of the ball.
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- The height of the basket is ten feet. The ball used is the standard ball used for male basketball (300 or SX-450). This ball is used for all categories. However, if the coaches agree on the use of a different model, the referee must allow this other model to be used.
- A player who is attacking with the ball may not return into his or her own zone with the ball.
- A player in possession of the ball is out of bounds when that player touches or oversteps the boundary line. The player must be in possession of the ball for this infraction to take place.
- When the ball is caught by two opposing players, there is a jump ball.
- In the event of a foul or loss of possession of the ball by one team, the opposing team resumes the game with possession of the ball at the spot of the foul or loss of possession.
- A player cannot keep the ball for over five seconds without moving. However, the player can keep the ball in possession if that player continues to dribble the ball.
- It is strictly forbidden for one or more boys to play on a girls' team, however one or several girls may play on a boys' team.
- A man-to-man defence is recommended for all categories. A zone defence is permitted for the 16-19 age category only.

Fouls

A player commits a foul if that player makes contact with an opponent or touches any part of the opponent's body in trying to gain possession of the ball. After five fouls in the same game, the player is ejected from the game.

A violation or foul for inappropriate or dangerous behaviour (aggressive play, violence, vulgarity, etc.) on or off the court may lead to a serious breach in sports values. This is penalized by automatically ejecting the offending player from the game. That player may then be suspended for an undetermined period of time.



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Team standings (for all categories)

Win = 2 points

Tie = 1 point

Loss = 0 point

- Teams are assigned their standing according to the number of points they earn during the round robin.
- In case of a tie, the difference between points scored and points allowed is calculated (points for and points against).
- Points for are the points scored by a team.
- Points against are the points allowed by that same team.
- If there is still a tie, the team that will come out ahead in the standings is the team that won its round robin game against the team with which it is tied. Otherwise, there will be a random draw.

Tournament format for categories with two teams:

- The teams will play three games.
 - To make sure that the final game counts for everything, the first two games will be preparatory games and will have no influence on the final game.
 - The final game alone will decide the winner of the competition.
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