IFC Basketball Rules

Normal rules of basketball apply in addition to and/or including the following:

- 1. Teams consist of five players with a maximum of 12 used per game.
- 2. Four players must be present in order for a game to begin.
- 3. Teams have five minutes to take the court at the start of their scheduled game; failing this the Referee will declare the game a default.
- 4. All players and shirt numbers must be made active in Glory League on the iPad at least 5 minutes prior to the start of the game.
- 5. Unlimited substitutions can be made from the score bench but must be during a stop in play.
- 6. The 5th personal foul shall be the disqualifying one.
- 7. The 5th team foul per quarter results in two free throws being awarded.
- 8. If teams are even on competition points at the end of pool play, positions will be determined by points differential (total points scored minus total points against) followed by total points for.
- 9. Teams are allowed one 30-second timeout per half.
- 10. Pool Play is four 10-minute quarters with a running clock. Breaks are one minute at quarter times and two minutes at halftime.
- 11. In Semi Finals & Finals only, stop clock will be used in the final two minutes if scores are within five points. The clock will stop for timeouts.
- 12. Appropriate footwear must be worn at all times.
- 13. All players must wear interfaculty singlets & shorts. Uniform provided and must be returned at the end of each game.
- 14. In the case of a default, the non-offending team will be recorded as winning 20-0.
- 15. All participants must conduct themselves in the true spirit of the game as per University of Auckland Participation contract and Auckland Basketball rules and regulations on Code of Conduct and Fair Play.

Standard IFC rules are as follows:



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- Competition points: Win = 3 points, Draw = 1 point, Loss = 0 points.
- Final placings from 1st to 8th must be determined.
- No watches, earrings, rings or other jewellery are allowed to be worn during play.
- No person may take part in any match if they reveal any evidence of bleeding. If any person within the field of play shows any evidence of bleeding or exposure of an open wound that is likely to bleed or otherwise discharge body fluid they must leave the field of play without delay.



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