

Australian National Sikh Sports and Cultural Council  
(ANSSACC)



The Australian Sikh Games (ASG)

# Basketball

## Rule Book



## **GENERAL RULES**

The general rules govern all Basketball competitions held at the Australian Sikh Games (ASG). Division & Age group specific rules are shown under each relevant section for this document.

### **1. Application**

- a) These Rules shall apply to each match in the Tournament unless specifically excluded herein in any case.
- b) By direction of the Organising Committee, these rules may apply to any match under the control of the committee.
- c) Unless a contrary intention appears, words in singular shall be deemed to include the plural and vice-versa.

### **2. Competition Rules**

- a) The matches in the Tournament shall be played in accordance with the Rules of the Game of Basketball as approved from time to time by F.I.B.A. and the ASG Rules outlined in this document (Appendix 1).
- b) In any case where the local rules of the game of Basketball and ASG Rules appear to be in conflict, these ASG Rules shall prevail.

### **3. Player Eligibility**

- a) ANSSACC General Championship Rules set out the Sikh eligibility and residency criteria. A player is qualified as Sikh as per the Updated ANSSACC Sikh Identification System (Appendix 2).
- b) National Coordinator in conjunction with ANSSACC Executive committee reserves the right to use it discretion on a case-by-case basis on any of the above or other reason for exemption
- c) If in the Tournament any player plays in any match that he/she is ineligible to play, the team for which he/she so plays shall be deemed to have forfeited every match in which such ineligible player has taken part.
- d) The Sport is split into men's, women's, and mixed-gender groupings. A player is only allowed to participate in the appropriate tournament grouping as assigned by their sex at birth.
- e) Any special considerations will require to be discussed with the National co-ordinator & require approval by the team managers of all teams participating in that tournament.

### **4. Player Registrations**

- a) At least 21 days prior to the commencement date of the Tournament each participating team shall notify the National Coordinator & Organising Committee, in writing or equivalent method as set out by National coordinator the names of its players (Preliminary Squad Names of 12) and team officials and the playing number allocated to each player.
- b) Final Squad lists must be handed in to the Tournament Director/Coordinator at the prior to commencing.
- c) Team sheets must include each player's photo ID that is government issued and contains both their photo and personal details (ie. Name, DOB, location, etc).

## **5. Composition of Team**

- a)** Each team may nominate a maximum of Twelve players in the Tournament. No change or addition to the nominations will be accepted in the 21 days leading up to the tournament.
- b)** Each team is required to allocate a manger and/or coach that will present as the main point of contact.
- c)** For players to compete in the play-offs, they must have competed in at-least TWO round games, witnessed on the scoresheet.

## **6. Age Groupings**

All players must meet any relevant specified Age criteria for the game. Age groupings to be approved by ANSSACC National executive committee.

- a)** Current groupings: Opens, Under-11's, Under-15's, Under- 17s, Opens, Veterans
- b)** Each grouping may be additional divided into divisions (ie. Division 1, Division 2, etc) to maintain grouping competitiveness & facilitate a high numbers of team registrations within that category.
- c)** Co-ordinators will decide age & gender groupings based on minimum participation requirements, facility availability & competitiveness suitability. These categories will be announced at least 2 months prior to the tournament & may be subject to change under special circumstances.
- d)** Cut-off date for age – 1 January of year Sikh Games are being held. Examples as below:
  - I. Under 11's players cannot not be turning 12 years of age at any time during the year of the tournament.
  - II. Under 13's players cannot not be turning 14 years of age at any time during the year of the tournament.
  - III. Under 15's players cannot not be turning 16 years of age at any time during the same year of the tournament.
  - IV. Under 17's players cannot not be turning 18 years of age at any time during the year of the tournament.
- e)** A player's age is determined by original or certified copy of: Birth Certificate OR Driver's License OR Passport.
- f)** In mixed-gender categories:
  - I. The same age restrictions apply for males & females.
  - II. For each team, at least one (1) male & one (1) female player must be on the court.

## **7. Dress – Team Numbers**

- a)** Each team in the Tournament shall nominate two distinctively coloured sets of jerseys with numbers.
- b)** Before the start of the Tournament, each participating team shall allot each of its players a number, which shall remain the same throughout the Tournaments and must be clearly visible on the back of the player's jersey.
- c)** Players who do not have their own allocated Jersey will not be allowed on the court.
- d)** Sharing of jerseys between the team is prohibited (disallows ejected player's jersey from being re-used).

## **8. Points**

**a)** The following points shall be awarded for each match:

- I. Two (2) points for the winner.
- II. One (1) point for each team in the event of a draw.
- III. No point for the loser.

**b)** The total points accumulated at the end of the series of matches shall determine the placing of the teams within their groups.

**c)** If at the conclusion of the series of matches, more than two teams at the top of the pool have obtained the same number of points, their ranking shall be decided in the following order:

- I. The team having the better points for & against shall be ranked higher (the point difference being determined by the difference between the number of points scored and the number of points conceded).
- II. In the event of an equal point difference, the team having been scored the greater number of points shall be ranked higher.
- III. Should this number be the same, the winner of the match between those two teams shall be ranked higher.
- IV. Should the teams still be equal, there shall be no replay, and the matter will be decided by a specially arranged shooting competition or by other pre-arranged means specific to that division.

## **9. Failure to Play, Forfeits, & Scratching**

**a)** During the course of a match, if a team declines to continue a game or the number of its players on the field is fewer than four, this team shall be deemed to have lost the match and the opposing team to have won the match with the score of 30-0.

**b)** A team wishing to unreasonably discontinue a game that has commenced will be issued a fine, a forfeit, and be considered as a disqualification for the remainder of the tournament.

## **10. Unexpected interruptions & relegation**

**a)** If a match should be interrupted by the referee on account of environmental or other extraordinary conditions, the following shall apply:

- I. A game stopped after half-time shall be resumed as soon as possible where possible. If it cannot be resumed, the score standing at the time of the interruption shall remain.
- II. For any other unforeseen events, the matter will be dealt with by the Tournament Director, National Coordinator in conjunction with ANSSACC Executive committee

**b)** Any team not able to complete their last group game shall not be allowed to participate in relegation and will be considered automatically relegated.

## **11. Admission to the Field of Play**

**a)** No one except the players and referee properly engaged in the occurring match may enter the field of play unless they are invited to do so by one of the officiating referees or the Tournament Director.

- b)** Each team engaged in the occurring match may have up to Ten persons on the team bench, namely, Team Manager (for whom it is compulsory to sit there), seven substitute players, the Coach and the Team Doctor (or Trainer).
- c)** The Team Manager is responsible for the proper conduct of all persons occupying the team bench.
- d)** Teams will be penalized if their supporter misbehaves.

## **12. Club Requirements for Fair Play**

- a)** Conform to established rules
- b)** Maintain an established standard of decency, honesty etc.
- c)** This standard needs to be promoted by Clubs, Committees, Coaches, Managers, Captains and all participants.
- d)** ANSSACC reserves the right to take appropriate action on any individual or team deemed to have acted in an inappropriate manner

## **13. Disciplinary (Technical foul & ejection)**

- a)** Any player who receives a single technical foul in any round game will be required to be immediately benched for a minimum of 5 minutes.
- a)** Any player who receives two technical fouls in any round games will receive an ejection, initiating an immediate dismissal from the current game & automatically miss their next team match of the tournament.
- b)** Any ejected player may be required to leave the immediate vicinity of the court & the Tournament director at their discretion may increase the length of suspension
- c)** All technical fouls are wiped clear after the round stages, however the consequences from an ejection will be applicable in the play-offs

## **14. Unforeseen Events**

- a)** Should circumstances arise which are not provided for in these Rules, they shall be dealt with by the Tournament Director in conjunction with National Coordinator and their decision shall be binding on all the parties concerned.

## Appendix

### 1. ANSSACC FIBA-ASG Basketball Rules (Open's division)

<u>Common Rules</u>	
<b>Jump ball and alternating possession</b>	<ul style="list-style-type: none"> <li>- Jump ball to start game</li> <li>- Alternating possession between teams thereafter for all jump ball situations (start of next game period)</li> </ul>
<b>Point-tending / Basket interference</b>	<ul style="list-style-type: none"> <li>- No blocking of basketball in downward flight towards the rim.</li> <li>- The ring cannot be tampered with (pulled, moved) by defensive player for the duration the ball is in contact with or in flight towards rim</li> <li>- Once the ball strikes the rim, any player can play only the ball (i.e. swat it away or tap it in)</li> </ul>
<b>Zone Defence</b>	<ul style="list-style-type: none"> <li>- Offensive player may not stay in the lane (a.k.a. key, restricted area) for longer than three seconds. A player is considered outside the key when both feet are outside the key-lines at the same time.</li> </ul>

	Round Games & Semi-finals	Grand Final
<b>Play time</b>	<ul style="list-style-type: none"> <li>- 2 x 18 minutes halves</li> <li>- 3 minutes over-time (OT) for semi-finals game only</li> <li>- Running clock</li> </ul>	<ul style="list-style-type: none"> <li>- 4 x 8 minute quarters</li> <li>- 1 minute quarter-time break at the end of 1<sup>st</sup> and 3<sup>rd</sup> quarter</li> <li>- 2 minute half-time break at the end of 2<sup>nd</sup> quarter</li> <li>- 3 minutes over-time (OT) for finals game only</li> <li>- Clock timed with playable ball ("Fully timed")</li> </ul>
<b>Time Outs</b>	<ul style="list-style-type: none"> <li>- 1 per half per team</li> <li>- 1 per OT period</li> <li>- Maximum 60 seconds</li> <li>- Not carried over to further game periods</li> <li>- Clock stops on time-outs</li> </ul>	<ul style="list-style-type: none"> <li>- 1 per quarter per team</li> <li>- 1 per OT period</li> <li>- Maximum 60 seconds</li> <li>- Not carried over to further game periods</li> <li>- Clock stops on time-outs</li> </ul>
<b>Individual foul</b>	<ul style="list-style-type: none"> <li>- Removed from play of the game on 5<sup>th</sup> foul (personal and technical)</li> </ul>	<ul style="list-style-type: none"> <li>- Removed from play of the game on 5<sup>th</sup> foul (personal and technical)</li> </ul>
<b>Team fouls and bonus free-throws</b>	<ul style="list-style-type: none"> <li>- 2 free-throws awarded for each (non-shooting) foul <b>at 8<sup>th</sup> team foul</b> and onwards in that game half.</li> <li>- Does not include offensive fouls/fouls by team in possession</li> </ul>	<ul style="list-style-type: none"> <li>- 2 free-throws awarded for each (non-shooting) foul <b>at 5<sup>th</sup> team foul</b> and onwards in that game quarter</li> <li>- Does not include offensive fouls/fouls by team in possession</li> </ul>
<b>Technical foul (penalty)</b>	<ul style="list-style-type: none"> <li>- 1 free throw and possession of the ball at centre</li> <li>- At the 2<sup>nd</sup> technical foul, the player will be ejected from the game. The Technical foul count is refreshed at the start of each day.</li> </ul>	<ul style="list-style-type: none"> <li>- 1 free throw and possession of the ball at centre</li> <li>- At the 2<sup>nd</sup> technical foul, the player will be ejected from the game. The Technical foul count is refreshed at the start of each day.</li> </ul>

For all other rules, refer to FIBA Official Basketball Rules Handbook

## 2. ANSSACC Sikh Definition Identification System Version 2.2 (November 2023)

### 1.0 Overview

The ANSSACC Constitution and General Championship Rules require that, to participate in the Australian Sikh Games, a participant must meet the Sikh Definition as set out in rules 3.1.

The rules define a Sikh as:

- 3.1.1 A person who practices the religion of Sikhism; or
- 3.1.2 A person by virtue of at least one parent practices the religion of Sikhism; or
- 3.1.3 A person who is married to a person who practices the religion of Sikhism; or
- 3.1.4 A person who by formal identification is registered in his/her Birth Certificate Identification Card or Passport as being Sikh.

The Sikh Definition Identification System bylaw provides a consistent guideline to assess if a participant meets the ANSSACC – “Definition of Sikh”. This is to be used during the player registration process to verify whether an individual meets the Sikh Definition or when a protest is made against an individual at the Australian Sikh Games.

### 2.0 Onus of proof

The onus on proving the identity, to prove that he/she satisfies the Sikh Definition, lies in the hands of the person involved. The Sikh Definition Identification System below sets out a point system to assist in the process. To meet the definition and be registered with the Australian Sikh Games, 100 points or more are required across various criteria. Documentation and supporting evidence required for each criterion is outlined below. Original Documentation is required to be submitted upon request.

### 3. Points System

- **100 Points or above** – individuals providing documentation and supporting evidence for 100 points or more will be registered with ANSSACC and can participate at the Australian Sikh Games;
- **Between 75 to 100 points** – Individual who provide documentation and supporting evidence for 75 points or more but do not meet the 100 point criteria can request a further review. In this case:
  - The individual may request ANSSACC consider alternative documentation to support their registration;
  - These individual’s registration will be referred to an Independent Panel consisting of members from ANSSACC member clubs for further review;
  - The individual may be requested to provide additional documentation and supporting evidence and may be asked to attend on in-person or video conference interview with the Independent Panel;
  - The Independent Panel will make a determination based upon the interview and documentation provided. Any decision made by the Independent Panel will be final and not for further appeal.
- **Less than 75 points** – the individual does not meet the Sikh Definition criteria and is unable to participate at the Australian Sikh Games.

	Criteria	Points
<b>Category A</b> (Max 75 points allowed)	<b>1</b> You are visually identifiable as Sikh or personally have an identifiable Sikh name	
	a) Passport; or	75
	b) Birth certificate / Australian driver's license	50
	c) Foreign birth certificate / driver's license	0
	<b>2</b> You personally have a last name that can be both Sikh or another faith	
	a) Passport; or	30
b) Birth certificate / Australian driver's license	20	
c) Foreign birth certificate / driver's license	0	
<b>Category B</b> (Max 75 points allowed)	<b>3</b> One of your parents or spouse is visually identifiable as Sikh or has an identifiable Sikh name	
	a) Parent / Spouse Australian birth certificate	50
	b) Parent / Spouse passport to back up birth certificate	75
<b>Category C</b> (Test required) (Max 45 points allowed)	<b>4</b> You (or your parent if you are a junior) can read / write and speak Punjabi or read / recite Gurbani	
	a) Can read / write or speak Punjabi	20
	b) Can read / recite Gurbani (test required)	45
<b>Category D</b> (Subjective documents)	<b>5</b> You or your parents were married at a Gurdwara or through Anand Karaj  Evidence that marriage was conducted through Sikh rituals must be clear and beyond dispute. This may include but not limited to photo evidence where individuals are clearly identifiable (no side profiles), background shows location and Granthi or marriage celebrant, additional photos to prove identity, marriage certificate.	
	a) Anand Karaj photo with individuals clearly identifiable as the person or their parents; or	75
	b) Other satisfactory photo evidence supported by additional documentation such as marriage certificate	50
	<b>6</b> You say that you are a practicing Sikh	
	a) Provide a declaration (in a standard format provided by ANSSACC) from a Gurdwara stating that the person is a practicing Sikh, signed by three (3) individuals from the Gurdwara, including at least one (1) office-bearer;  b) Declaration must be provided at least one (1) month prior to the Australian Sikh Games and provided to ANSSACC directly by the individual (or parent) seeking registration and not a representative of the Member Club who the individual plays for.	25
<b>7</b> Grandparents have an identifiable Sikh name		
a) Passport / Australian Birth Certificate / Australian driver's license	25	