

Basketball By-laws**Section 1 - Competition Rules**

The Basketball competition shall operate under the IIGA Constitutional Operational Guidelines and Sports By-laws and where there is no direct conflict with the aforesaid IIGA Rules and Regulations they shall also operate under the International Basketball Federation (FIBA) Regulations.

Section 2 - General**2.1 Island Representation**

- 2.1.1. Each Member Island may enter a maximum of 1 Team per gender.
- 2.1.2 Each Basketball Team participating in the Games shall consist of a maximum of 12 named players and a maximum of 3 Officials.
- 2.1.3 A complete list of players, vest numbers and Official's must be produced at the Pre-Competition Meeting.

2.2 Age of Competitors:

- 2.2.1 The minimum age limit for competitors will be 13 years on the day of the Opening Ceremony of the Games.
- 2.2.2 In respect of competitors under the age of 18 years competing Member Islands must make arrangement for them to be correctly supervised and comply with all relevant child welfare legislation of their own Island and that of the Host Island.

2.3 Officials

- 2.3.1 To be appointed by the Organising Committee in consultation with the Secretary of the Technical Committee.
- 2.3.2 The Officials in each game shall be a Referee, an Umpire, a Scorekeeper, and a 24-second Operator all of whom shall be suitably qualified & taking part in their own Islands highest league.
- 2.3.3 There shall be a sufficient number of Referees to cover the requirements of the competition. That is a maximum of 1 game per day per Official.

2.4 Events

- 2.4.1 Men's and Woman's Team competition.

2.4.2 Competition Programme

Teams entering may be divided into groups subject to the total number of entries received as decided by the Organising Committee in consultation with the Technical Committee.

- 2.4.3 If there is only 1 group each Team shall play the other and the top 4 Teams shall play off in semi-finals, 1 v 4 & 2 v 3 followed by the winning Teams competing in the final. In the event of 2 groups being set up each Team shall play the other Team in their group with the top 2 Teams from each group qualifying for semi-finals with the winners then playing in the final.

2.4.4 Other Teams not qualifying for the semi-finals in the case of there being 2 groups shall play off to achieve final placing in the tournament with the 3rd Team in each group playing off to determine 5th and 6th placing. The 4th Teams playing off to determine 7th and 8th placing etc.

2.4.5 Each Team will play a minimum of 4 games during the competition.

2.4.6 No Team shall play more than 1 game per day.

2.4.7 No Team should play on more than 3 consecutive days.

2.5 Training

2.5.1 Arrangements for any Pre-Games training/practice shall be made at the discretion of the Organising Committee.

2.5.2 Competition venues should be made available to the competing Member Island Teams for training a minimum of 3 days prior to the Opening Ceremony of the Games. Each training/practice session will be a minimum of 45 minutes.

2.6 Draws for Events:

2.6.1 To be undertaken by the Organising Committee in consultation with the Secretary of the Technical committee.

2.6.2 A ranking order, taking into account the previous Games position, will be used to determine the different levels from where the draws will be made.

2.6.3 New entrants will be placed in the appropriate level.

2.7 Venues

2.7.1 A minimum of 2 courts in 1 hall or 2 halls close to each other is required unless approved by the Technical Committee.

2.7.2 The Playing surface shall consist of either an anti-glare permanent or mobile wooden floor, or an anti-glare permanent or mobile synthetic floor.

- The length shall be a minimum of 32,000mm and a maximum width of 19,000mm.
- The height of the ceiling or the lowest obstruction above the playing floor shall be a minimum of 7 metres.

2.8 Equipment:

2.8.1 Backstop Unit

- There shall be two backstop units one placed each end of the playing court and each consisting of the following
 - One Backboard
 - One Basket ring with a ring mounting plate
 - One Basket net
 - One Basket support structure & padding
- Backboards shall measure 1800mm (+ max of 30mm) horizontally and 1050 (+ a max of 20mm) vertically.
- The ring shall have an inside diameter of 450mm and a max of 459mm & shall be painted Orange.

- The net shall be attached to each ring in 12 places
- Shall not have any sharp edges and must have gaps smaller than 8mm to prevent fingers from entering.
- The net shall be white cord and shall be manufactured so that they check the ball momentarily as it passes through the basket.
- Shall be no less than 400mm & no more than 450mm in length.
- Basketballs shall be made of leather or artificial/composite/synthetic leather.
- Shall be a single shade of orange or of orange/light brown FIBA approved colour combination.
- Basketballs circumference for Men's competition shall be no less than 749mm and no more than 780mm. shall weigh no less than 567g and no more than 650g. Size 7
- Basketballs circumference for Woman's competition shall be no less than 724mm and no more than 737mm. shall weigh no less than 510g and no more than 567g. Size 6

2.8.2 One ball will be made available to each court for the match and a minimum of 6 balls per Team will be made available for both practice and warm-up.

2.9 Clothing

The Regulations of FIBA concerning coloured clothing and advertising on clothing at multi-sports events shall apply, provided that any further regulations that may be imposed by the IIGA shall take precedence.

2.10 Medical

The Organising Committee shall provide sufficient medical treatment during the competitions. Arrangements must be made with a nearby hospital for emergency treatment.

2.11 Medals

A Gold, Silver and Bronze Medal are to be awarded to each of the 12 players in a medal winning Team.

2.12 Protests and Complaints

2.12.1 Any protests or complaints will be investigated by The Technical Committee's Complaints Panel and a final decision will be made by them. An appeal against this decision can be made to the Jury of Appeal with a further right of appeal by any aggrieved party to the Island Games Association Court.

2.12.2 If a Team signs the score sheet under protest they must pay a deposit of 50 Euros or the equivalent. Such payment will be returned if their complaint is upheld.

2.13 Banned Substances and Drug Testing

All competitors in every event shall be subject to Section 9 of the Operational Guidelines of the IIGA.

Section 3 - Technical Committee**3.1 Appointment**

The Technical Committee will be appointed at each Games Post-Competition Meeting and shall consist of a minimum of 3 and a maximum of 6 Members – a Chairman, Secretary plus up to 4 Members. Both of the future Host Islands (if applicable) should be represented and if at all possible at least 1 of the positions should be permanent e.g. Secretary or Chairman to ensure continuity.

3.2 Meetings

The Technical Committee will meet if necessary at any time during the Games. In the period between the Games the Technical Committee will act as an advisory/consultative body on any matters arising.

Section 4 – Pre and Post-Competition Meetings

4.1 The Pre and Post-Competition Meetings shall be called and chaired by the Host Island Sports Co-ordinator and shall be attended by the Technical Committee and up to 2 representatives from each competing Member Island Team.

4.2 The Jury of Appeal will be appointed at the Pre-Competition Meeting. A panel of 5 Members (preferably from different competing Member Islands) plus a non-voting Secretary will be appointed. A minimum of 3 Members plus the Secretary would be required to hear an appeal. If the appeal concerns a competitor from the same Member Island as 1 of the Jury Members he/she cannot participate in any decision taken.

Section 5 - Team Competition**5.1 Duration of Matches**

The Game shall consist of 4 periods of 10 minutes. If the score is tied at the end of the playing time for the 4th period, the Game shall continue with as many extra periods of 5 minutes as is necessary to break the tie.

5.2 Statistics

Statistics should be provided in each game if possible.