

# Rules for NBA JAM 2024

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## **FORMAT OF THE COMPETITION**

1. Matches will be played on a half-court in a 3v3 format.
2. The structure of the competition shall be finalized after an assessment of the number of teams participating.
3. In the event of any dispute or unexpected situation, the decision of the NBA JAM Organizing Committee shall be final. Regarding any matter that is part of an ongoing match, the decision of the concerned referee shall be final.

## **TEAM COMPOSITION**

4. The tournament will feature matches from all formats (Mixed, Men's, and Women's) based on the number of teams that register.
5. No team in the men's or mixed category shall have more than one player who has been in the starting 5 of NALSAR Basketball team in any Trilateral series.
6. No team in the women's category shall have more than three players who are part of the women's NALSAR Basketball team. Additionally, no women's team shall have more than two players who were part of NALSAR's starting 5 women's team.
7. In the Mixed Category, the teams shall have at least one player from the GH Residents.
8. Each team shall consist of 3 active players and 1 substitute. In the Mixed category, at least one player from GH hostel shall be active at all times.

## **MATCH DURATION**

9. Each half will be played for 8 minutes, and the half-time interval will be for 1 minute (8-1-8). Each team will get one 1-minute time-out in each half.
10. The duration of the final match (and possibly other knockout matches, depending upon the final structure of the competition) shall be 10 minutes for each half with a half-time interval of 2 minutes (10-2-10). Each team will get one 1-minute time-out for each half, as well as an additional 30-second time-out in the second half.

## **STARTING OF PLAY AND CLEARING THE BALL**

11. Possession of the ball at the start of play will be determined by shooting free-throws. Players from both teams will alternate in attempting to shoot free-throws. The shootout will continue until one team makes and the other misses in any one round. If neither team is able to win the shoot-out, a coin toss shall determine the start.
12. Every new possession will start from outside the three-pointline, with the attacking team checking (handing the ball over and receiving it back) the ball will the defensive team.
13. After a foul or a turnover, play will start with the attacking team checking the ball from outside the three-point line.
14. If a shot attempted by the attacking team results in the ball touching either the hoop or the backboard (not the net), the defensive team must dribble the ball outside the three-point line before they may attempt a shot. If a shot is attempted without clearing the ball as mentioned, it will result in a turnover. If the attacking team secures an offensive rebound, there is no need to clear the ball before they attempt another shot.

## **SCORING**

15. A basket made from inside the three-point line will count for two points, and a basket made from outside the three-point line will count for 3 points. To count as a three-pointer, no part of the player's body must touch the court on or inside the three-point line when the ball is released.
16. After every made basket, possession of the ball will be handed over to the non-scoring team. The non-scoring team shall then restart with checking the ball from outside the three-pointline.

## **FOULS**

17. If a player commits a foul, play will be stopped and possession of the ball will be handed over to the other team. The other team may then restart with checking the ball from outside the three-pointline.
18. The calling of foul(s) will be the absolute discretion of the referee and every call or non-call will be final.
19. Free-throws will not be awarded, even in the event of fouls committed while in the act of shooting. **However, two free throws shall be awarded 5<sup>th</sup> team foul onwards for every consecutive foul with the fouled player taking the shots given.**
20. If a basket is made despite a player being fouled on shooting, the basket will count

and the scoring team will retain possession of the ball.

21. A player can have a maximum of four fouls in a game. Upon the commission of the fifth foul, the player will be fouled out and ejected from the game.
22. If a player is fouled out, the team can bring in the substitute player and continue with 3 players on the court. **If two players are fouled out, the team may continue to play, with only two players on the court. If more than 2 players are fouled out, the team will forfeit the match.**
23. Every instance of a flagrant foul (unnecessary or excessive contact that is likely to injure a player or any contact above the neck) will be treated as equivalent to 2 personal fouls. If a player commits a flagrant foul, the fouled player from the other team will be allowed to take 2 free-throws and keep possession of the ball following the free-throws. Each made free-throw will count for one point.

## **TURNOVERS**

24. All violations applicable to a half-court game, such as travelling, intentionally kicking the ball, five-second violation, etc. will result in a turnover and possession being handed over to the other team. After a turnover, play will restart with checking the ball from outside the three-point line.

## **SUBSTITUTIONS**

25. Teams are free to make any number of substitutions during the game.
26. Substitutions may only be made when the ball is not in play or before play restarts after a made basket, and only after intimating the referee.

## **END OF THE MATCH**

27. The match ends at the end of the second-half and the team with the higher score will win.
28. In the event of a tie, an overtime period of 3 minutes will be played to determine a winner. If the tie persists after the overtime period, additional 3-minute overtime periods will be played until a winner is determined.