

OFSAA Game Parameters – (v 10jun16)

EVENT	RULE / FIBA MODIFICATION	Comment(s) – as necessary
<b>Basic Rule Set</b>	FIBA Rules	
<b>Warm-up</b>	Recommended 20 minutes . No Dunking in Warm Up. Technical Foul charged to Player.	
<b>Game Length</b>	4 – 8 minute periods 4 minute extra periods if/as necessary.	
<b>Interval between periods</b>	1 minute	
<b>Restricted Area (key)</b>	NFHS (one spot up on free throws)	<i>If the court does not have a NFHS key, then most recent FIBA key will be used.</i>
<b>3 point shot</b> (If multiple lines exist, use as per indicated order/preference)	<b>NFHS 19.75'</b> FIBA old 6.25m FIBA new 6.75m	
<b>Shot clock</b> Note: See Details in Shot Clock Attachment	35 seconds	<i>All resets to the shot clock are to 35 seconds.</i>
<b>No Shot Clock Available (Closely Guarded Situations)</b>	As per FIBA rules (Article 27.1, 27.2). Count applied to holding the ball, playing active defense within 1 metre anywhere on the court. With added provision. If in the judgement of the officials, a team is withholding the ball from play and/or delaying -A continuous closely guarded will be applied to an offensive player who is being actively guarded within one metre while both holding AND dribbling the ball. e.g. A player receives the ball and is actively guarded within a metre while standing still for 3 seconds , then begins to dribble and the defender keeps actively guarding within a metre for another 2 seconds. Ruling = violation.	<i>This may be applied <b>at any time during the game</b> if the officials feel that a team is delaying as a tactic.</i> <i>Examples:</i> <i>- Team holds the ball for last shot with more than 35 seconds left in a period</i> <i>- Team stalls by going into a weave while not attacking the basket in the later stages of a period/game with more than 35 seconds on the clock.</i>  <i>Recommendations:</i> <i>- review rule with coaches before the game</i> <i>☑-Make it clear at the time, if /when it occurs during the game that there is a count on</i> <i>☑ State out loud when a count is being applied i.e. declare “counting” (at same time, do not count out loud)</i>
<b>Team Fouls Penalty (Bonus)</b>	Penalty applied per period and extra period(s) as per FIBA rules.	<i>Team Foul count is reset to zero at the beginning of each period.</i>

		<i>Overtime is not a new period.</i>
<b>Substitution</b>	Substitution as per FIBA rules.	<i>A time out taken in between free throws will not create an opportunity for a substitution.</i>
<b>Time-outs</b> *Note: Procedure for Time-Outs in "Time Out Attachment"	The NFHS time out procedure will be used for Ofsaa time-outs in 2016-17. <ul style="list-style-type: none"> <li>• 5 time-outs in regulation time period of game.</li> <li>• 1 time-out per extra period.</li> <li>• no 'carry over' of time-outs</li> </ul>	
<b>FIBA RULES NOT APPLIED to Time-outs and Throw-In situations.</b>	<b>17.2.4.</b> When the game clock shows 2:00 minutes or less in the fourth period and in each extra period, following a time-out taken by the team that is entitled to possession of the ball from its backcourt, the subsequent throw-in shall be administered at the throw-in line opposite the scorer's table in the team's frontcourt <b>18.2.8.</b> A time -out shall not be permitted to the scoring team when the game clock shows 2:00 minutes or less in the fourth period and in each extra period and, following a successful field goal unless an official has interrupted the game.	<i>. (NOTE- A time-out granted to the "entitled" team will be followed by a throw-in at the point of interruption.)</i>  <i>(NOTE- The Officials therefore will grant a time-out to the scoring team if requested at the appropriate time.)</i>