

PCU GAMES 2024

Basketball – Laws of the Game

- A. Each team needs to be present at the sports venue minimum 1 hour before the start of the match. Please consult your team guide for the departure time at your hotel or hostel.
- B. Only players that are or were active students at the participating universities or university colleges in the academic years 2022-2023 and 2023-2024 are able to compete.
- C. All matches shall be played in accordance with the FIBA regulations (www.fiba.com), as amended and advised by the PCU Committee. In any dispute, the English text will be regarded as decisive. Please take attention to following points:
- 1. Match Duration**
The duration of each Basketball game is 4 x 7 minutes (Real Time).
 - 2. Half time interval**
The half time interval between period 1 and 2 and between period 3 and 4 shall last 2 minutes. The half time interval between period 2 and 3 shall last 5 minutes.
 - 3. 24 countdown**
The 24 second countdown rule will **not** be implemented by the referee.
 - 4. Referee Sheet**
Only a maximum of 12 players, including a captain, are to be filled out on the Referee Sheet during a single match. In addition a coach, assistant coach and a maximum of 5 team followers may sit on the bench when they have special responsibilities (team-manager, doctor, physiotherapist, statistician, interpreter).
 - 5. Bench**
The bench consists of maximum 5 players fielded, 7 substitutes, a coach and assistant coach, a doctor and physiotherapist.
 - 6. Extra Time**
In case of a draw up to 1 time 5 minutes extra time can be played to determine a winner. If no winner can be determined, 5 a side free throws will be taken. If no winner can be appointed free throws will be taken until the first miss.
 - 7. Protection**
Jewellery and piercing must be taken off. It is no longer allowed to tape off jewellery and piercing by FIBA Regulations.
 - 8. Forfeit**
In case of a forfeit or a refusal to play, the opponent will receive 2 points. If a team forfeits more than one (1) match in the same competition, all match results of that team will be disregarded. A team that forfeits or is not willing to play will lose with 20 – 0 upon the decision of the Arbitration Commission.

9. **Suspension**

Any player adjudged guilty of a severe fault or unsporting conduct, shall be suspended by the Arbitration Commission for the following match or until the end of the competition. This final decision (exclusion for more than one game) will always be taken in the presence of at least two (2) members of the Arbitration Commission. Any player adjudged guilty of unsporting conduct or any delegation member who commits an act of gross unsporting misconduct during the competition, shall be reported in writing by the Arbitration Commission to the Rector, Chancellor, Principal or Head of his/her Institution who can act upon the matter. Furthermore, the PCU Committee can decide to exclude the player or member of the delegation from all PCU Games in the future.

10. **Team Colours**

All first named teams in the fixture will be deemed the “Home” team and therefore will play in their colors. It is the responsibility of the away team to change into a different color. The uniform of the team members shall consist of shirts (numbered on the front and back) of the same dominant color front and back Shorts of the same dominant color front and back, but not necessarily of the same color as the shirts. Socks must also have the same dominant color for all players of the team.

11. **Ranking System**

The following system shall be applied in order to determine the ranking or qualification:

1st 2 points for a win / 1 point for a loss / 0 points for a forfeit or disregarded match

2nd Better goal difference

3rd Mutual result

4th Better goal average of all played pool matches.

The goal average is calculated by dividing total of goals scored and goals against.

Example:

team A on 5 games 420 – 380 the average is 1,105

team B on 5 games 412 – 390 the average is 1,056

5th If a winner still cannot be appointed; the winner will be determined by allotment.