

## TECHNICAL RULES FOR ISF WSC BASKETBALL

UPDATED MARCH 09, 2016

"We are school sport"



The competition will be run according to current ISF and FIBA rules under the direction of the ISF Technical Commission for basketball.

All matches will be played in accordance with the FIBA rules for level 2 competitions, valid as of 1st October 2014 and Official FIBA interpretations, valid as of 1st February 2015

Specific ISF regulations are:

- 1. a. The competition is open for school teams.
  - b. There will be a competition organised in the following categories:
    - school teams, boys
    - school teams, girls
  - c. Each country may enter only one team in each category.
- 2. All players of the school team must have been enrolled at the same school since the beginning of the school year.
- 3. Students aged 18, 17, 16 and 15 years on 31 December of the year of the World Schools Championship concerned can participate
- 4. Each team shall be composed of 12 players and 2 teachers.

Each country must provide one referee per team.

All referees shall be in possession of a national (highest level) or international qualification.

5. The players must be enrolled as full-time students at the school which they represent. They must be attending schools which provide a general education.

The following are not eligible to participate:

- pupils of vocational schools who only attend that school as a complement to their vocational training,
- school teams and pupils enrolled at schools which provide sports training without any general education,
- part-time (e.g. afternoon) sports schools which take pupils from a variety of schools for training in one or more sports,
- teams formed as part of clubs, companies, universities or other institutions.
- 6. Each participating team must be nominated officially by the organisation responsible for school sport and which is member of ISF.
- 7. Only players, registered on the team's list handed in at the accreditation, are authorized to take part in this competition.
- 8. Mixed teams are not allowed.
- 9. System of the competition:
  - a. First part of the competition: qualification games in groups (all x all).

    Second part of the competition: classification games by a knock out system

- b. Matches will last 4 x 8 minutes, with as many extra periods of 3 minutes as necessary to decide which team wins, with 4 individual fouls and 3 team fouls per quarter and this for the entire competition.
- c. Only the finals for the first place girls and boys will be played according to FIBA regulation (4 x 10 minutes and 5 minutes' prolongation, 5 personal fouls and 4 team fouls per quarter).

## d. Draw

- The draw will be a public event and participating teams may send observers at their own expense.
- The group draw will take place during the second preliminary visit in the presence of the official ISF delegate and the president of the ISF Technical Commission for basketball.
- The draw will take into account results achieved in previous ISF basketball competitions and any other information relevant to ISF.
- If after the draw one or more teams withdraw from the competition, the ISF Technical Commission Basketball may modify the draw in order to balance the number of teams in each group.
- The Organising Country will publish the draw immediately on the ISF website and thereafter, as required, all alterations.
- e. The official competition ball.

In bulletin 3 the OC shall communicate the mark of the official competition ball. Participating teams must bring their own balls for training and warming-up.

f. The competition is led by national and international referees.

## 10. Prize-giving.

Each participant will receive a commemorative certificate.

The teams finishing first, second and third will be rewarded with medals and trophies.

The ISF Joy of Moving Trophy will be awarded to a delegation by the Disciplinary Commission following consultation with the Technical Commission ISF, the Organising Committee and the delegations.

NB. Additional information will be included in bulletin 1, 2 and/or 3 of the relevant event