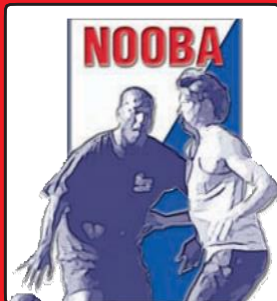
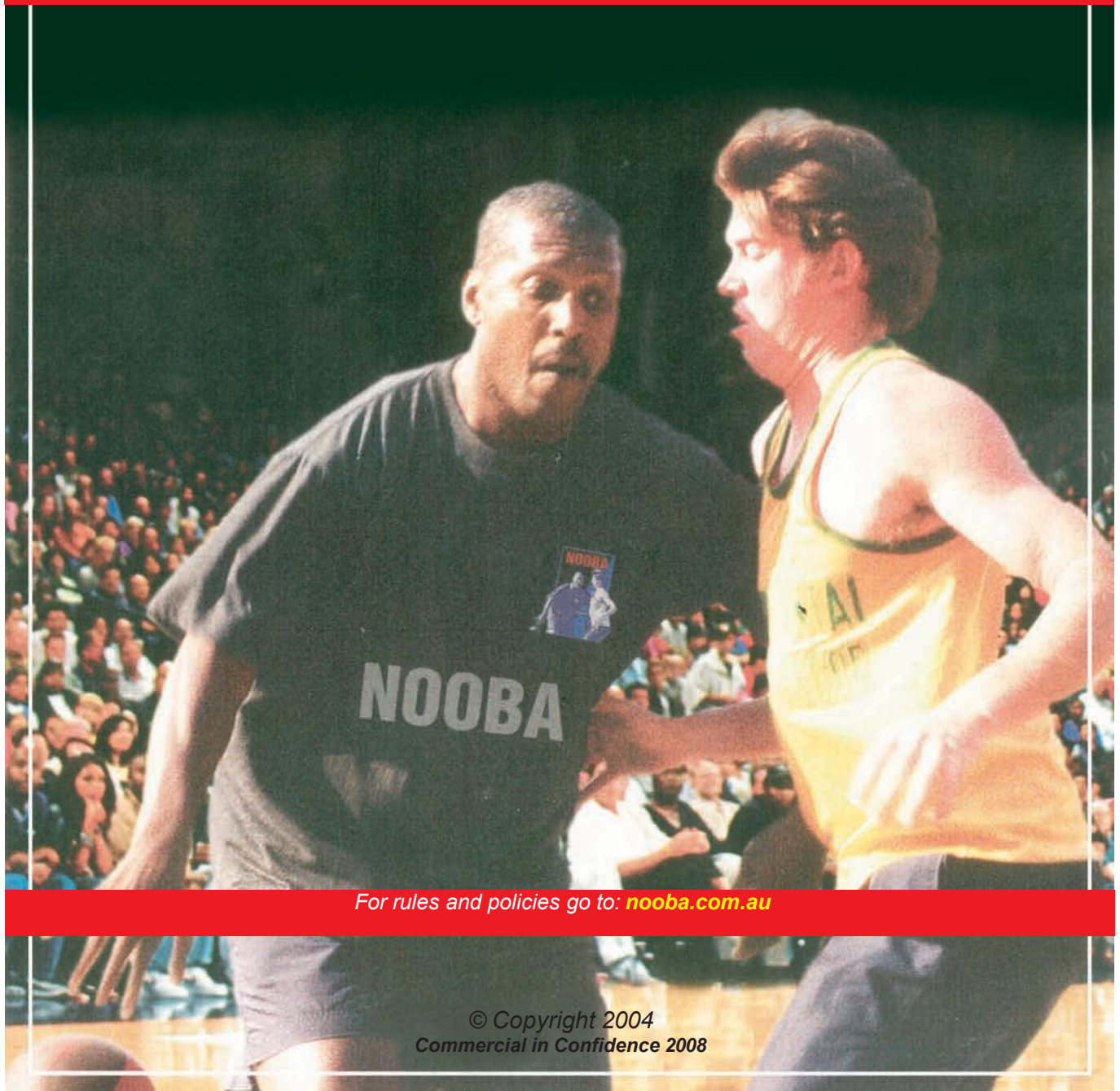


NATIONAL ONE-ON-ONE BASKETBALL ASSOCIATION



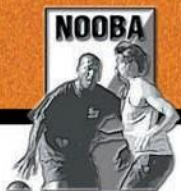
One-on-One Tournament

RULES & REGULATIONS



For rules and policies go to: nooba.com.au

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Rules & Regulations

The Play

**All Rules and Regulations have been kept as close as possible to the normal basketball game. For example, this means that a double-dribble is still a double-dribble.*

TO BEGIN THE MATCH

The winner of a coin toss will determine the first right to possession in the match or you can pass possession to the opposing player.

After the coin toss, alternating possession arrow is used.

A MATCH

The Winner of the best two-out-of-three games wins the match.

MATCH FORMAT

- a) Games 1, 2 and 3 are played in the "Make it, Take it" format - this means if a player scores a point, that player retains possession of the ball.

GAME DURATION

Warm-up: *3 minutes*

Game Duration: *5 minutes or 1st player to score 21 points*

Between Games: *1 minutes*

Clock stops the last 15 sec of each game on all whistles, calls & scores.

SCORING

Free-Throw = *1 point*

Field Goal = *2 points*

3-Point Shot = *3 points*

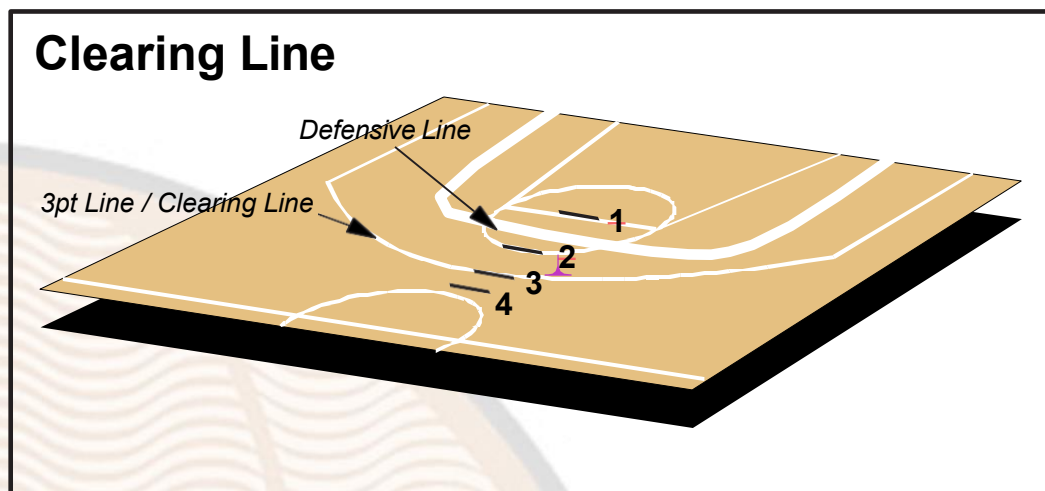
Rules & Regulations



NOOBA NEW INNOVATIONS

"CLEARING LINE" - The 3 Point Line is referred to as the "Clearing Line" in NOOBA

Clearing Line - DIAGRAM A



CLEARING THE BALL

The ball must be taken back anywhere along the three-point line (Clearing Line). Physical contact must be made with the clearing line for the ball to be declared Cleared.

(See Diagram A, above)

The ball must be "Cleared" or "taken back" after:

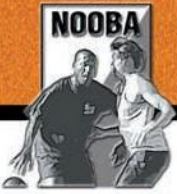
- a) Defensive rebound - *if the ball hits the basket*
- b) A foul
- c) A violation
- d) A held ball

The ball does not have to be "Cleared" after:

- a) Three-point shot
- b) Offensive rebound
- c) Steal
- d) Air ball (when a shot and does not come in contact with the hoop).
- e) If the shot (ball) only hits the backboard.

8 SECOND SHOT CLOCK

From the time of ball possession, a player has only 8 seconds in which to clear and shoot the basketball.



Rules & Regulations

PLAY PHASE

Is the start of play after a check or stoppage of play during a game. Once play phase starts it continues until there is another stoppage such as score, foul, violation, injury, dispute, warning.

5 SECOND BALL RETRIEVAL - After a score or violation

- The Defensive player must retrieve the ball and start play within 5 seconds after a score, foul, violation or disputed call, failure to start play in time will result in a Delay of game penalty.
- The Offensive player can retrieve the ball his/herself after a score, foul, violation or disputed call to speed up the pace of the ball if he/she chooses to do so. The defensive player does not have to touch the ball to start a play phase.

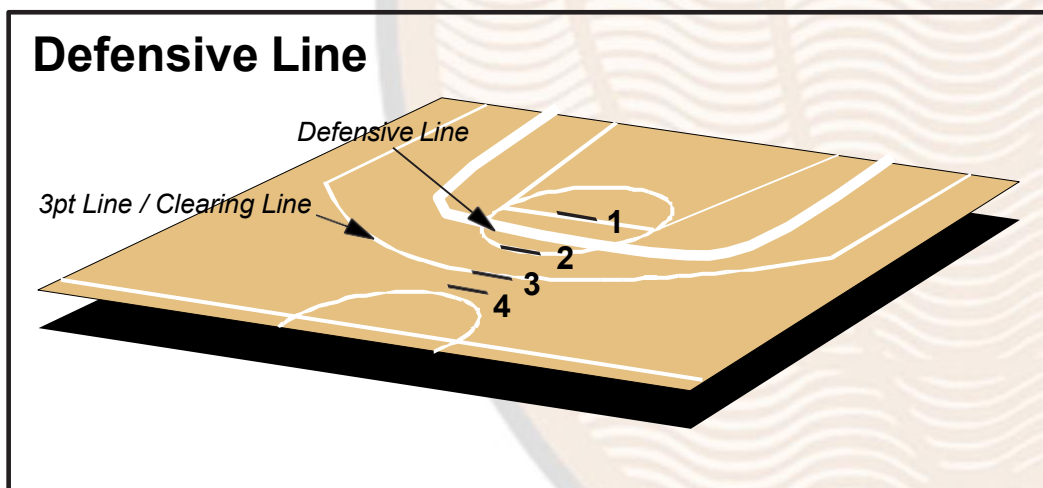
CHECK-calling "Check" gives a player an additional 5 seconds before starting a Play Phase.

- Each player gets two "checks" per game.
- A check can only be called before a Play Phase.
- *Check Violation*- - calling check after the play phase has started or calling too many Checks is a "Check Violation". The offending player will receive a warning or penalty from the umpire. Also the opposition player can also ignore the call for check and play on.

OFFENSIVE OFFSIDE

This violation occurs when the Offensive player shoots the ball before clearing it. The ball is turned over to the opposition.

Defensive Line - DIAGRAM B



Rules & Regulations



DEFENSIVE LINE

The defensive line is located 4ft inside the clearing line. It forces all players to play defense away from the basket.

The defensive player must be on or above the defensive line to start a play phase.
(See Diagram B)

DEFENSIVE OFFSIDE

If the offensive player has possession of the ball behind the 3 point line or clearing line, the Defensive player must be on or above the Defensive Line, if not, the defensive player is Offside and the offensive player can shoot a Three point shot and retain possession of the ball regardless of the shot being successful or not (this is known as a Free Three Pointer).

FREE 3 POINTER

This is a shot taken from behind the three point line or clearing line before the defensive player reaches the Defensive line (Defensive Offside). The shooter retains possession of the ball regardless of the shot being successful or not.

UMPIRES

The Umpire's function is to settle disputed fouls and violations made by players. The umpire will judge all disputed calls as a 'False call' or "good call".

Umpires will also make calls on:

- * Defensive Offside
- * Offensive Offside.
- * Delay of game – If a dispute last longer than 30 seconds.
- * Unsportsmanlike conduct (technical foul)
- * Umpires must assure that players adhere to the standards of NOOBA

All decisions made by the Umpire are final.

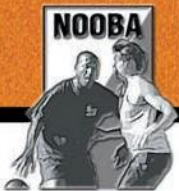
FALSE CALL / GOOD CALL

When a player calls a foul or violation, his opponent can dispute the call by calling a "False Call". The Umpire settles this dispute by judging if the call was false or good. If the player's dispute is judged FALSE by the umpire that player will be assessed a personal foul for "delay of game" and lose possession of the ball.

LATE CALL

Players must call fouls instantaneously if he/she does not the opposing player can call a Late call violation..

Shooting fouls must be called on contact or at least before the ball makes contact with the hoop or backboard. Players can call "**Late Call**" if they feel that it took too long for a player to call the foul or violation. If disputed, the umpire will determine if the call is false or good.



Rules & Regulations

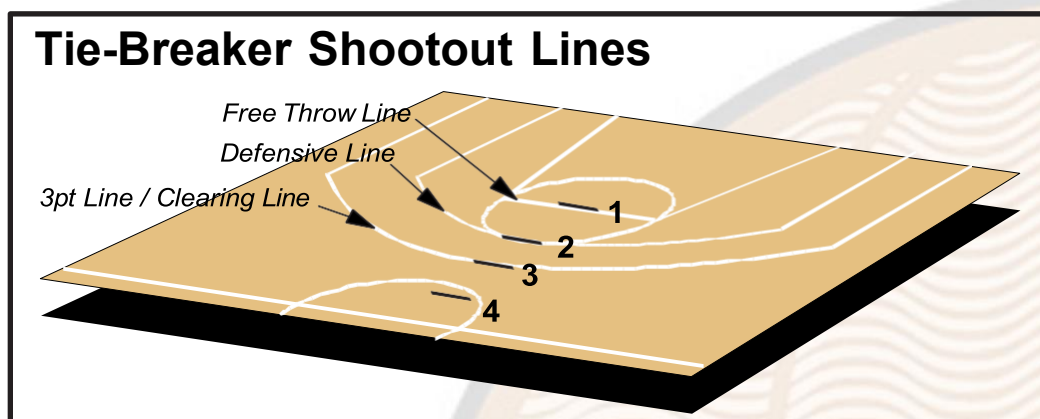
TIE-BREAKER SHOOTOUT

Should any game end in a tie, a Tie-breaker Shoot-out will take place with players taking turns shooting from various shoot-out lines marked on the court until one player makes the shot and the other misses the shot.

The Defensive Player on the last possession of the last game takes the 1st shot. Players have 8 seconds to take the shoot-out shot(s).

(See Diagram C)

Defensive Line - DIAGRAM C



FOULS & VIOLATIONS - NOOBA follows FIBA Rules & Regulations regarding fouls & violations

**** Players must call their own fouls and violations ****

- 1 Offensive player can only call fouls against the defensive player.
- 2 Defensive player can only call fouls against the offensive player.
- 3 Offensive/Defensive players can CONCEDE foul calls - that is, call a foul or violation on themselves.
However, opponent does not have to acknowledge the foul call and can "play on" if he/she is in an advantageous position.
- 4 A player has the right to ask the Umpire to explain any rule.
- 5 The Court Umpire's is final for the purpose of that game.
- 6 Once play resumes after a disagreement, the problem is considered a dead issue.
- 7 During any dispute, the game clock shall continue to run, unless the umpire stops the clock. A protest can go no longer than 30 sec. after which a personal foul will be assessed to the offending player by the Umpire for delay of game & loss of possession of the ball.
- 8 Any disputed play that can not be settled by the umpire(s), such as "unable to see the play," will be settled by alternating possession (same applies if there are two umpires). No personal foul will be assessed.
- 9 LINE JUDGE - is an umpire that focuses on defensive and offensive off sides. The Line Judge also calls foot violations such as foot on the "out-of-bounds line." The Line Judge may only be utilized once the tournament reaches the money rounds.

Rules & Regulations



Personal Fouls

- On the 5th personal foul in a game, one bonus Free-Throw shot and possession of the ball is assessed to the fouled player.
- A False Call violation is 1 personal foul.
- A Late Call violation is 1 personal foul - *players must call fouls on contact*.
- The delay of game violation is 1 personal foul.
- Technical foul is 2 personal fouls
- Unsuccessful dispute is 1 personal foul
- Shooting Fouls must be called on contact or before the ball touches the hoop or backboard.

Free-Throws

- Bonus Free Throws are awarded when one player commits 5 personal fouls. Player receives 1 free-throw and possession of the ball.
- Foul in the Act of Shooting: if shot is successful player gets 1 free throw and keeps possession of ball
- *shooting fouls must be called on contact or before the ball touches the hoop or backboard*.
- Foul in the Act of Shooting: if shot is unsuccessful player receives 2 free-throws and possession of the ball.
- Foul in the Act of Shooting a successful three-point shot – player gets 1 free-throw and keeps possession of the ball.
- Foul in the Act of Shooting an unsuccessful three-point shot - player receives 2 free-throws and possession.
- Intentional Foul: player receives 2 free throws and possession of the ball.
- Technical Foul: player receives 3 free throws and possessions - *on a player's 2nd technical foul in a match, that player forfeits the match*.
- Players have the option of taking the free-throw shot OR starting play phase from the clearing line.

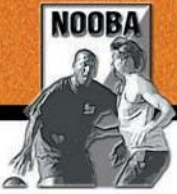
HELD BALL OR OUT-OF-BOUNDS PLAYS

- 1 The umpire settles all held balls or out-of-bounds disputes, otherwise possession alternates, respectively, starting from the coin toss possession and carries over for the entire match.
- 2 In cases where the ball was touched simultaneously by both players and goes out-of-bounds, or both players have possession at the same time. Possession alternates, respectively, starting from coin toss possession.

INJURY TIME-OUT

- 1 If a player is injured, he/she has two 2 minutes to recover. Should that player be unable to do so, he/she will automatically forfeit the match, no refund will be forthcoming.
- 2 Players are allowed only one injury time-out per game. On the second injury time-out in a particular game, that game is forfeited, on the third injury time-out in a particular match, the match is forfeited. Faking an injury is considered unsportsmanlike and that player will be expelled from the tournament.





Rules & Regulations

FORFEIT - NOOBA follows FIBA Rules of Conduct

- 1 If a player is not able to start any game at the designated start time that player forfeits the match
- 2 A game won by forfeit or conceding will result in a "21-0" victory for the player present on the court. The match is declared a walk-over and the winning player progresses to the next round.
- 3 A player can **concede** defeat at any time of the match - this will be an automatic forfeit of the match.
- 4 Unsportsmanlike conduct can lead to forfeiture of the match.
- 5 Unnecessary roughness can lead to forfeiture of the match

JUDICIARY COMMITTEE

The judiciary at NOOBA Tournament consists of the Regional GM, Tournament Director, Tournament Secretary & Head Umpire.

Non-Adherence to Rules & Regulation, Code of Conduct, Dress Code at the tournament can lead to expulsion from the tournament.