.A.S.A. SPORT GAMES



STREETBALL - RULES

- There is just **1 basket**. **3 players play in a team**, others can alternate. The team consists of **maximum 4 players**.
- **One game lasts 8 minutes** (time is not stopped). Referee reports 5 minutes of a match and also last 1 minute, in which you can not take time out any more.
- In the case of a tie, 3 players from each team shoot a free throw (starting with "home" team). If the result is even, 1 player from each team has a free throw until the final score is made.
- **Each team has 1 time out** of max 30 sec, while the time is still running. You can take time out anytime during the game while holding the ball with the exception of last minute of a game, when no time out is allowed.
- A team is provided with at least 5 minutes to warm up together with the competitor.
- At the **start of the game coin flipping** shall assign the first ball holder
- The ball should be cleared past the defined line and the game begins by “ball check“ – The offensive team passes the ball to a defender, who makes sure his team is ready to play before passing back to an offensive player and starting the game.
- The change in the possession of the ball associated with the interruption of the game, ie. out, foul, playing by foot etc., throw is behind the nearest boundary line. It is necessary to get the ball over the defined line (usually 3pts).
- After each change of possession, in which the game is not interrupted (ball takeover in game, rebound, etc.) must team that won the new ball under control pass the ball between two players at least once before shooting. This pass (handing the ball) DOES NOT necessarily take place in or into the space behind the defined (3 point) line
- Baskets are scored as 1's– score counts judge.
- Whoever scores, gives the ball to the other team. The ball will change possession after all made baskets and must be taken back to behind the defined (3-point) line
- In controversial situations, the only representative of a team is the captain of the team.
- Players nor referee can not change the game rules. The opinion of referee is valid in controversial situations. Any protests finally solves the organizer.
- **Referee decides about the fouls**.
- **Each team can commit 4 fouls in a match** without any free throw punishment. The fifth and every other foul will be punished by free throw for fouled player. Players have 8 seconds for the free throw, even in the last minute of a game. There is no rebound. After both successful and unsuccessful free throw the game continues by “ball-check”. Team which was not shooting continues the game.
- When intentional and unjustified delaying is happening, when the ball is "dead", is time out directed against that team . If that team does not any more time outs or delays repeatedly, the rival is granted a free throw worth 1 point. A special case is delay at the end of the match (especially during the last minute). In this case, referee can decide about aditional free throw even after the game ends, in order to avoid aditional delays in the game.
- If a player commits a significantly unfair error, opponent has a right for a free throw line. (If it is a particularly gross offense against the rules, physical or very rough verbal assault of organizers, players or spectators, the opponent shoots a free throw and the offender is disqualified till the end of the game with immediate effect based on decision of the referee.)
- The competition is played with balls of size of 7.

All other rules are formally derived from the applicable rules of basketball. The tournament organizers have the veto right in case of controversial moments.