

## **Art. 5 Scoring**

- 5.1. Every shot inside the arc shall be awarded one (1) point.
- 5.2. Every shot behind the arc shall be awarded two (2) points.
- 5.3. Every successful free throw shall be awarded one (1) point.

2 points per dunk

## **Art. 6 Playing time/Winner of a Game**

- 6.1. The regular playing time shall be as follows:

One (1) period of 10 minutes playing time. The clock shall be stopped during dead ball situations and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).

- 6.2. However the first team which scores 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).

- 6.3. If the score is tied at the end of playing time, an extra period of time will be played. There shall be an interval of one (1) minute before the overtime starts. The first team to score two (2) points in the overtime wins the game.

- 6.4. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with three (3) players ready to play.

*Note: if a game clock is not available the running time's length is at the organizer's discretion. FIBA recommends setting the score limit in line with the game's duration [10 minutes/10 points; 15 minutes/15 points; 20 minutes/21 points].*

## **Art. 7 Fouls/Free throws**

- 7.1. A team is in a team foul situation when it has committed seven (7) fouls.
- 7.2. A player who has committed four (4) fouls must leave the game.
- 7.3. Fouls during the act of shooting inside the arc shall be awarded one (1) free throw.
- 7.4. Fouls during the act of shooting behind the arc shall be awarded two (2) free throws.
- 7.5. Fouls during the act of shooting followed by a successful field goal shall be awarded one (1) additional free throw.
- 7.6. Non-shooting fouls under penalty foul situation shall be awarded one (1) free throw.