



60+ Half Court Tournament Rules

This format of the game will follow normal FIBA Basketball rules, however the below will be in effect for the BBNZ Masters Tournament 60+ Half Court grade:

1. Games will begin with a coin toss to decide who starts with the ball, and then teams will take turns with possession for a jump ball/half time.
2. The ball will be inbounded by the scored-against team after every basket, as in regular full court basketball. The ball must be taken behind the three-point arc before the team is able to go for a basket.
 1. A player is considered to be “behind the arc” when neither of their feet are inside or on the arc line.
3. When a team executes a steal, forces a turnover or rebounds a missed shot, the ball must go back out behind the three-point arc before starting offensive play (that is, every change in possession--one team to another--must be taken out behind the 3-point arc before starting offensive play).
4. All other rules apply as normal e.g. fouls, free-throw shooting, etc. However, if a free throw is missed and the defensive team rebounds it, they must take the ball out behind the three-point line, before beginning offense.
5. For all violations, such as a foul or out of bounds, the ball will be taken at the nearest point on the side-line or baseline. In the event the ball goes out of court by going over half way, the ball is a check ball (by defensive player).
6. Scoring is as it always is: 2 points within the arc, 3 points from beyond it.
7. Play is continuous for the 2 x 25 minutes halves, with the same number of timeouts. The last two minutes will be played with a stop clock (as will all games in this Masters Tournament).
8. Games will likely be played without a shot clock, however referees will give teams a 10 second warning if they are taking too long to shoot.

Walking Basketball Tournament Rules

Walking Basketball delivers a walking paced version of the normal game.

The rules for walking basketball are exactly the same as the normal FIBA Basketball rules, with just one added – no running! The game is still played on the full court, with the same scoring rules, same timings and the same numbers.

If a player is deemed by the referee to have run, the ball shall be awarded to the opponents for a throw-in from the place nearest to the infraction.