

5 on 5 Basketball

1.0 SPORT 5 on 5 Basketball

2.0 LOCATIONS

3.0 DATES Junior Female & Male – April 2023
Senior Female & Male – April 2023

4.0 SANCTIONED Yes

5.0 NUMBER OF COMPETITORS ON A TEAM:

5.1 Junior
Male, 10 Female
Senior
Female



Male/Female: 10

Male/Female: 10 Male, 10

5.2 Alternates; 2
be listed as
category. Should
become
or absenteeism
commencement

male and 2 female athletes may
alternates for each age
the placement of the alternate
necessary due to injury, illness
the team has until the
of the games to slot in the

alternate. The maximum number of players will be eligible to be registered participants of the games, issued accreditation and complete shall not exceed 12 males and 12 females per age category. Each Tribal Council must have a minimum of 5 in each age division and age category.

- 5.3 Each Tribal Council may have 2 coaches (per gender) for their basketball team. One coach must be female for female team.

6.0 CLASSIFICATION

- 6.1 Junior Male/ Female Born in 2008/2009
Senior Male/ Female Born in 2006/2007

6.2 *The minimum age requirement is 13 or born in 2009.*

7.0 ELIGIBILITY

- 7.1 The Saskatchewan First Nation Winter Games shall be open to those who are of Status Indian Ancestry. Athlete treaty numbers are required as proof.
- 7.2 All athletes must play with their respective Tribal/Grand Council teams, in which they are registered as per band membership list.
- 7.3 All athletes must be a member of a First Nation within the Federation of Saskatchewan Indian Nations.
- 7.4 Transfer of status Indians to another Tribal/Grand Council is allowed as per Saskatchewan First Nation Winter and Summer Technical Manual RESIDENCY clause.

8.0 PROVINCIAL REGISTRATION

- 8.1 Team Registrations

All athletes and coaches must be registered with Basketball Saskatchewan Inc (BSI). In addition each team is required to complete the attached registration form. This registration form is to be submitted to BSI and the FSIN SCYR Department **no later than March 13th, 2023 @ 4pm.**

- 8.2 Coach Certification

All coaches must have Competency Based Education Training system, which is Learn to Train (Intro to Competition). All coaches must be in training **no later than March 13th, 2023.**

As per the mandatory requirements for all sports in Saskatchewan the “**Respect In Sport**” online training program must be taken by all coaches. The respect in sport is an online course that can be complete by registering at the following site and completing the online material: <https://sasksrc.respectgroupinc.com/> . All coaches must be certified **no later than March 13th, 2023.**

8.2 Payment of Registration

Each Tribal Council is responsible to send completed registration forms and payment directly to the Basketball Saskatchewan Inc.

Payment of \$25.00/per team plus \$10.00/per player/coach must be issued on ONE cheque per Tribal Council.

Payment and registration are due and cheques are to be made payable to Basketball Saskatchewan Inc. **no later than March 13th, 2023.**

9.0 Competition

9.1 Type of Competition

Pool Format with single elimination tournament in medal play.

Both in pools and in overall competition standings, the following classification rules apply. If teams are tied after the first step, refer to the next one – and so on.

1. Most wins (or win ratio in case of unequal number of games in inter-pool comparison);
2. Head-to-head confrontation (only taking win/loss into account and applies within a pool only);
3. Most points scored in average (without considering winning scores of forfeits).

If teams are still tied after those three steps, the one(s) with the highest seeding win(s) the tie-breaker.

9.2 Sport Competition Draws

Draws will be made 30 days prior to the start of the games March 13, 2023.

9.3 Court and Ball

The playing court shall have a flat, hard surface free from obstructions With dimensions of 28 m in length by 15 m in width measured from the inner edge of the boundary line

9.4 Beginning of the Game

Both teams shall warm-up simultaneously prior to the game.

A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime. The game must start with 5 players on the court.

9.5 **Goal**

A goal is credited to the team attacking the opponents' basket into which the ball has entered as follows:

- A goal released from a free throw counts 1 point.
- A goal released from the 2-point field goal area counts 2 points.
- A goal released from the 3-point field goal area counts 3 points.
- After the ball has touched the ring on a last or only free throw and is legally touched by an offensive or defensive player before it enters the basket, the goal counts 2 points.

9.6 **Playing time**

The game shall consist of 2 periods of 15 minutes each.

There shall be the intervals of play of 2 minutes between the first and second period.

If the score is tied at the end of the second period, the game shall continue with as many extra periods of 5 minutes as necessary to break the tie.

9.7. **Fouls**

A foul is an infraction of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour.

Any number of fouls may be called against a team. Irrespective of the penalty, each foul shall be charged, entered on the scoresheet against the offender and penalised accordingly.

- Personal Foul (*see 34 Official Basketball Rules 2017 pg. 41*)
- Double Foul (*see 35 Official Basketball Rules 2017 pg. 41*)
- Technical Foul (*see 36 Official Basketball Rules 2017 pg. 42*)
- Unsportsmanlike Foul (*see 37 Official Basketball Rules 2017 pg. 43*)
- Disqualifying Foul (*see 38 Official Basketball Rules 2017 pg. 44*)
- Fighting (*see 39 Official Basketball Rules 2017 pg. 45*)

9.8 **General Provisions/Free Throw**

- 5 Fouls by a player (*see 40 Official Basketball Rules 2017 pg. 46*)
- Team Fouls: Penalty (*see 41 Official Basketball Rules 2017 pg. 46*)

A free throw is an opportunity given to a player to score 1 point, uncontested, from a position behind the free-throw line and inside the semi-circle.

A set of free throws is defined as all free throws and possible subsequent possession of the ball resulting from a single foul penalty.

Rule: When a personal, an unsportsmanlike or a disqualifying contact foul is called the free throw(s) shall be awarded as follows:

- The player against whom the foul was committed shall attempt the free throw(s).
- If there is a request for him to be substituted, he must attempt the free throw(s) before leaving the game.
- If he must leave the game due to injury, having committed 5 fouls or having been disqualified, his substitute shall attempt the free throw(s). If no substitute is available, any team-mate as designated by his coach shall attempt the free throw(s).

9.9 How the Ball is played

During the game, the ball is played with the hand(s) only and may be passed, thrown, tapped, rolled or dribbled in any direction, subject to the restrictions of these rules.

Rule:

- A player shall not run with the ball, deliberately kick or block it with any part of the leg or strike it with the fist.
However, to accidentally come into contact with or touch the ball with any part of the leg is not a violation

9.10 Substitutions

A substitution opportunity begins when:

- For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
- For both teams, the ball becomes dead following a successful last or only free throw.
- For the non-scoring team, a field goal is scored when the game clock shows 2:00 minutes or less in the fourth period and in each extra period.

9.11 Time Outs

Each time-out shall last 1 minute.

Each team may be granted:

- 2 time-outs during the first half,
- 3 time-outs during the second half with a maximum of 2 of these time-outs in the last 2 minutes of the second half,
- 1 time-out during each extra period.

Unused time-outs may not be carried over to the next half or extra period.

Only a coach or assistant coach has the right to request a time-out. He shall establish visual contact with the scorer or he shall go to the scorer's table and ask clearly for a time-out, making the proper conventional sign with his hands. *(See 18 Official Basketball Rules 2017 pg. 24)*

9.12 Games Lost by forfeit or default

A team shall lose the game by forfeit if:

- The team is not present or is unable to field 5 players ready to play 15 minutes after the game is scheduled to begin.
- Its actions prevent the game from being played.
- It refuses to play after being instructed to do so by the crew chief.
- The game is awarded to the opponents and the score shall be 20 to 0. Furthermore, the forfeiting team shall receive 0 points in the classification.

A team shall lose a game by default if, during the game, the team has fewer than 5 players on the playing court ready to play.

- If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped. If the team to which the game is awarded is not ahead, the score shall be recorded as 2 to 0 in its favour. The defaulting team shall receive 1 point in the classification.

10.0 Results Procedure

10.1 Each Tribal/ Grand Council will receive points according to the following chart pending per sport/division team entry:

PLACE	POINTS
1st Place	13 pts.
2nd Place	12 pts.
3rd Place	11 pts.
4th Place	10 pts.
5th Place	9 pts.
6th Place	8 pts.
7th Place	7 pts.
8th Place	6 pts.
9th Place	5 pts.
10 th Place	4 pts.
11 th Place	3 pts.
12 th place	2 pts.
13 th place	1 pts.

11.0 Protest Procedure

11.1 The FSIN Sport, Culture, Youth and Recreation Board will act as the Jury for all protests dealing with the eligibility of Athletes.

All protests must be concisely written and presented to the FSIN Games Coordinator **immediately after the end of the game**. The time and date must be submitted in writing.

Protests must be signed by the Team Sport Contact/ Chef-de-Mission or his/her mission staff designate of the participating team. This designate must be submitted in writing. All protests will be accepted with no explanation from the Board. **All protests must be dealt with within 15 minutes of the game ending** or game stands as posted.

A fee of \$500.00 will be in place for all protests. This fee will be given directly to the FSIN Games Coordinator. Cash will be the only accepted form of payment. This fee will be put toward the Youth Championships if the protest is lost. Protest fee will be returned if the protest is won by the Team protesting.

12.0 Equipment/Competitive Uniform

12.1 Two full courts with line markings, baskets and backboards, a score clock, two 30 second clocks, a scorebook, tables for scorers and clock operators, benches and chairs for teams, one Molten ball size 6 both boys and girls with an extra ball available in emergencies.

12.2 Competitive Uniform

- All jersey & shorts must be matching Tribal Council colors.
- Numbering 1 – 10.
- Numbers on the back of jersey.

13.0 Officials/Table Officials

13.1 The officials shall be a crew chief and 1 or 2 umpire(s).

13.2 The table officials shall be a scorer, an assistant scorer, a timer and a shot clock operator.

14.0 Medals

The following medals will be required:

Event	Gold	Silver	Bronze
Senior Male	10	10	10
Senior Female	10	10	10

Junior Male	10	10	10
Junior Female	10	10	10

15.0 Provincial Sport Governing Body

15.1 SASKATCHEWAN BASKETBALL ASSOCIATION

NAME: Todd - Executive Director

TELEPHONE: 306- FAX: 306-780-9404

EMAIL: excutedirector@basketballsask.com

15.2 FSIN CONTACT INFORMATION

NAME: April Tipewan - Director of Sports & Rec.

TELEPHONE:

EMAIL: april.tipewan@fsin.com

15.3 HOST INFORMATION