

OFFICIAL GAME RULES



The official minibasketball rules from the German Basketball Federation & FIBA basketball rules apply. Deviating from this, the following changes or additions apply:

Game Ball

- The official SGK New Year's Cup ball is the game ball of the tournament.

Game Time and Breaks

- Each game consists of 5 periods of 4 minutes of running time.
- There is only a short substitution break of a maximum of 90 seconds between periods.
- Games in the group phase may end in a tie.
- In the final phase, the next point after the end of regular playing time decides the game (field goal, shooting foul, or team foul if the team foul limit has been reached). Play continues without interruption. The game proceeds directly despite the end of regular time.

Players and Substitutions

- The game is played 4-on-4.
- Each player must play at least one period per game and sit out at least two periods. Only the periods a player has started count. If a team is unable to meet this rule due to having fewer than seven players available, the game is still played. The opposing team's coach decides before the game how it will be scored (regular result or a 10:0 win).
- A period counts for a player as soon as the first game action has started.
- Substitutions are only allowed between periods.
- If a player must be substituted during a running period (fouled out, injured, or otherwise unable to continue), the period only counts for the substituted player.

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Scoring and Fouls

- Field goals made inside the key count as two points. Shots made outside the key count as three points.
- Due to the running clock, there are no free throws. Instead, after a shooting foul, two or three points are awarded directly. In the case of an and-one, the shooting foul counts as an additional point.
- Starting with the fourth team foul, each team foul results in one point for the opposing team. Possession does not change. This means the fourth team foul already results in one point.
- A player is fouled out after committing four personal fouls and must leave the court immediately during live play. The game is not stopped.
- A technical foul results in one point for the opposing team. Play resumes immediately as normal.
- An unsportsmanlike foul results in two points for the opposing team. In addition, they are awarded possession.
- Two technical fouls, two unsportsmanlike fouls, a combination of one technical and one unsportsmanlike foul, or a disqualifying foul result in immediate ejection from the game.

Quick Inbounds

- For all situations, the inbound is executed by the players without handing the ball to the referee.

Miscellaneous

- After a warning, referees are authorized to stop obvious time-wasting at their discretion and penalize it by awarding possession to the opposing team.
- There is no change of sides.
- Possession at the start of a period is determined by the alternating possession arrow at the scorer's table, which is switched after inbound at the start of a period or after a jump ball.
- In all situations where an inbound must be taken with a wall behind the player, the defender must keep a minimum distance of approximately one meter. If a violation of this minimum distance results in a disadvantage for the inbound team, the inbound is repeated.