



World InterUniversities Championships®

Basketball Championships Official Rules

Number of players for team: maximum 12 players

System: qualification round pools, then knockout matches.

Male: 31 teams, divided into 7 pools of 4 teams and 1 pool of 3 teams. Matches start with round pool and then they will be play as knock-out matches. Knock-out matches start with 1/8 final: the 1st place finisher of each pool and the 2nd place finisher of each pool are qualified to 1/8 final.

Female: 20 teams, divided into 5 pools of 4 teams. Matches start with round pool and then they will be play as knock-out matches. Knock-out matches start with quarter final: the 1st place finisher of each pool, the 2nd place finisher of pool S (pool of WIUC ranking top seed) are qualified to quarter final. The 2nd place finisher of other pools (T, X, Y, Z) have to play the qualification to quarter final.

Teams must report to the court prior to match tip-off time. The team that was not present will lose the match by forfeit.

The regulations applied to the "World Inter-Universities Championships" basketball championships will be the official regulations of FIBA, which are used during the current domestic sport season, with the following exceptions:

- Time matches: two (2) halves of twelve (12) minutes running time, with the exception of the last minute of the second half. The clock should be stopped during time outs, free throws and for injuries
- There will be a two (2) minute interval between halves
- Overtime: two (2) minutes running time
- Warm up: 2 minutes

Time-outs: One (1) time-out of 30 seconds per half-time (overtime included).

Regarding timeouts, it should be one timeout per half game. So total of two timeouts per game

24" display: Matches are without display of 24 seconds. Referees should control the 24 seconds shot clock and announce the last 5 seconds with official signal open hand. Every call or shoot the 24" second are reset.

Classification/Group standings

If there are two (2) or more teams in the classification with equal points, the result(s) of the game(s) between the involved will be used to determine the final group standings:

D.1.2 If the points and the goal average in the games between the first two (2) teams are still the same, the classification will be determined by the goal average of all the games played in the group by each team.

D.1.3 If there are more than two (2) teams in the classification with equal points, a second classification will be established, taking into account only the results of the games between the involved teams.

D.1.4 If in the second classification there are still teams with equal points, the goal average will be used to determine the standings, taking into account only the results of the games between the involved teams.

D.1.5 If there are still more than two (2) teams with the same goal average, the standings will be determined using the goal average from the results of all their games played in the group.

D.1.6 If at any stage of this procedure the number of teams with equal points is reduced to a tie still involving more than two (2) teams, the procedure, beginning with D.1.3 above, is repeated.

D.1.7 Goal average will always be calculated by division (points scored/points conceded)

D.2 Exception:

If only three (3) teams take part in a competition and the situation cannot be resolved following the steps outlined above (the goal average by division is identical), then the total points scored will determine the final standings.

FOULS: A maximum number of 5 personal fouls are allowed per player throughout the entire game. A total of 5 Team fouls are allowed per half.

The protocol race will be so changed:

- When the teams arrive to the sports Stadium, the introduction of players of each team will be done only one time, unless the organizing committee decides otherwise.
- Teams must be on court 10 minutes prior to the start time displayed on the board.
- Teams can start warming-up near the basketball court 10 minutes before the starting time.

- In case of delay, for whatever reason, teams will not have time to warm-up outside of the official time.
- A team that arrives late will lose its privilege to warm-up in the warm-up area, unless the O.C. decides otherwise. The starting time of the match will not be extended. Such team will only have the remaining minutes of the official warming-up time.
- The team arriving with a delay of 5 minutes from the starting time of the match will not have the right to warm-up but will have to immediately start the match.
- If a team does not show up within 5 minutes from the starting time, it will automatically forfeit the match by the score of 20-0.
- If both teams do not show up within 5 minutes from the starting time they will both automatically forfeit the match by the same score. In this case, the organizing committee reserves the right to find replacement teams between the best losing teams. Meaning: In case 2 teams, who face each other in the quarter-finals, both do not show up, they will both be automatically disqualified and will be replaced by the best losing teams.
- Breaks between matches are not expected. As soon as a match ends, players must immediately leave the basketball court to allow the next teams to get ready to play the next match.

Also: The organizing committee reserves the right to change the format of the tournament if it is in the best interest of competitors and based on organizational needs. The team will obviously be warned of the changes in time.

Every coach and player must take note of the rules of the game with the exceptions above. With this document we would like to acknowledge that you know and are aware of the rules of the game and accept them for this Championship.