



**NORTH AMERICAN  
ISMAILI GAMES**

# **BASKETBALL RULEBOOK**

# Introduction

The North American Ismaili Games (NAIG) is a premier regional sporting event that brings together athletes from across North America in a spirit of excellence, sportsmanship, and healthy competition, aligned with international standards.

Beyond competition, NAIG serves as a platform for unity, belonging, and shared growth—fostering meaningful connections and collective pride across regions. The Games are designed to be inclusive and accessible, enabling participation across age groups, skill levels, and regions.

NAIG also promotes lifelong active living and continuous improvement, while extending its impact through complementary programming such as development clinics, leadership forums, mentorship, and community engagement.

## Highlights

Games are forty (40) minutes in length (two (2) twenty (20) minute halves). The length of halftime is five (5) minutes.

A team must have a minimum of eight (8) players and can have a maximum of twelve (12) players.

A game will consist of two (2) teams with five (5) players. A game may not start if either team consists of fewer than five (5) players.

The height of the basket will be 3,050 mm (ten [10] feet) above the floor.

The ball will be leather or artificial/composite/synthetic leather with a circumference between 749 mm and 780 mm for men and between 724 mm and 737 mm for women.

Official game clock will be utilized in accordance with the NCAA Basketball Rules (unless otherwise noted), with stoppage only in the last two (2) minutes of either half (exception is the blowout rule) and the last two (2) minutes of any overtime periods. The remainder of the game will be played with a running clock (no clock stoppages at all except for team timeouts, officials timeout or injury timeout). Game clock will stop after each made basket in the last 2 minutes of each half or overtime periods.

A shot clock will be utilized in accordance with the NCAA Basketball Rules. A thirty (30) second shot clock will be enforced for the entirety of regulation and any subsequent overtime periods. If the offensive team rebounds the basketball, the shot clock will be reset to twenty (20) seconds.

If the throw-in is to be administered in the backcourt, if required by the respective rules, the thirty (30) second device shall be reset to thirty (30) seconds

If the throw-in is to be administered in the frontcourt, if required by the respective rules, the thirty (30) second device shall be reset as follows, if:

Twenty (20) seconds or more are displayed on the thirty (30) second device at the time the game was stopped, the thirty (30) second device shall not be reset and shall remain the same

Nineteen (19) seconds or less are displayed on the thirty (30) second device at the time the game was stopped, the thirty (30) second device shall be reset to twenty (20) seconds

## READY TO PLAY

Forfeit time is five (5) minutes after the scheduled game start time. If a team is not "Ready to Play" within five (5) minutes after the scheduled game start time, that team will forfeit and the opposing team will be declared the winner (assuming the opposing team is ready to play).

## JERSEYS AND APPAREL

All players participating must wear the uniforms provided by the NAIG during check-in. If a player is not wearing the uniform provided, the player will not be allowed to take the court unless they have received a written waiver from the NAIG National Sports team.

Players are not allowed to alter the uniforms that are provided by the NAIG.

Proper shoes must be worn at all times.

If a player is not wearing the proper attire, they will not be allowed to take the court. It will be at the referee's discretion to determine whether a player can rejoin the court of play after the player has corrected their attire.

All items of jewelry are strictly forbidden. This includes, but is not limited to: bracelets, necklaces, smart watches, earrings.

## REFEREE'S JUDGMENT

A referee's judgment should not be contested.

Failure to adhere to a referee's judgment may warrant ejection.

The referee's decisions are final and no appeals of the decision will be allowed.

Only rule clarifications may be requested following the issue in question by team captain and it is up to the referee's discretion to consult the rulebook.

## SCHEDULING AND DELAYS

The NAIG National team has the right to adjust the schedule, rules, length of the game, or any other game conditions for scheduling purposes including but not limited to unscheduled delays or weather-related delays.

## TEAM ROSTER

A team must have a minimum of eight (8) players and can have a maximum of twelve (12) players.

## METHOD OF SCORING

A basket is made when a live ball enters a basket from above and remains within or passes through the basket. The ball is considered to be within the basket when the slightest part of the ball is within and below the level of the ring. The basket attacked by a team is the opponents' basket and the basket defended by a team is the team's own basket.

# Rules and Regulations

Rules and Regulations in the North American Ismaili Games Sports Handbook supersede conflicting rules from any other outside sporting organization. The Referee and/or Umpires decision is always final.

## Adult Open, Women's, Juniors Categories

TOPIC	NAIG STANDARD
Game Length	Two 20-minute halves; 5 minute halftime
Extra Period(s)	5 minutes
Shot Clock	30 seconds
Game Clock	Running clock throughout the game, until the last 2 minutes of each half (exception is blowout rule) and last two minutes of overtime periods.

## Youth Categories

TOPIC	NAIG STANDARD
Game Length	Two 16-minute halves; 5 minute halftime
Extra Period(s)	4 minutes
Shot Clock	30 seconds
Coach	All teams are required to have a coach who is not a player on the team

## TIE GAMES

In the event of a tie game at the end of regulation, an overtime period will be played in a five (5) minute format. If the game is still tied after the first overtime, the game shall continue with as many extra periods of five (5) minutes as is necessary to break the tie.

## START OF PLAY

The first half begins when the ball is legally tapped by a jumper on the jump ball.

The team that loses the initial jump ball automatically gets possession at the next jump ball situation. A possession arrow on the scorers table indicates which team currently claims the next possession change.

All other periods begin when the ball touches or is legally touched by a player on the playing court, after the throw-in.

The game cannot begin if one of the teams is not on the playing court with five (5) players ready to play.

Before the first and second halves, teams are entitled to warm-up in the half of the playing court in which their opponents' basket is situated.

Teams shall switch baskets for the second half.

## EQUIPMENT

The top edge of each ring shall be positioned horizontally, 3,050 mm ( $\pm$  a maximum of 6 mm) above the floor, equidistant from the two vertical edges of the backboard.

## THROW IN

A substitute becomes a player and a player becomes a substitute when:  
the official calls the substitute to the playing court; or  
during a charged time-out or interval of play, a substitute requests the substitution to the scorekeeper.

Only a substitute has the right to request for substitution. A substitute shall go to the scores table and ask clearly for a substitution. They must be ready to play immediately.

A substitution opportunity begins when:  
the ball becomes dead, and the official has ended his communication with the scores table;

Five (5) players from each team shall be on the court during playing time and may be substituted.

During the game, any player who is bleeding or has an open wound must be substituted; he may return to the court only after the bleeding has stopped and / or the open wound has been completely and securely covered.

## PERSONAL FOULS

A personal foul is a player's contact foul with an opponent, whether the ball is live or dead.

A player shall not hold, block, push, charge, trip, or impede the progress of an opponent by extending his hand, arm, elbow, shoulder, hip, leg, knee, or foot, nor by bending his body into an abnormal position (outside his cylinder), nor shall he indulge in any rough or violent play.

After five personal fouls, the player is ejected from the game.

## TECHNICAL FOULS

A technical foul is a player contact foul which, in the judgment of the official, is not a legitimate attempt to directly play the ball within the spirit and intent of the rules. A technical foul also counts as a personal foul.

Two (2) free throws shall be awarded to the opponents, followed by:  
a throw-in at the center line extended, opposite the scorer's table;

A player/coach is ejected from the game after two technical fouls.

## FLAGRANT FOULS

A flagrant foul is judged by an official when a player viciously attacks another player; that player will automatically be ejected. A flagrant foul also counts as a personal and technical foul.

Two (2) free throws shall be awarded to the opponents, followed by:  
a throw-in at the center line extended, opposite the scorer's table;

In the event of a flagrant foul, if the player is injured upon being fouled, and cannot shoot free throws, the offensive team may designate any player from the bench or to shoot in place of the injured player.

## BONUS

A team is in a team foul penalty situation (bonus) when it has committed seven team fouls in a half.

Upon committing the seventh foul of the half, a team is penalized and the opposing team is awarded at least one free throw for any defensive or loose-ball foul, no matter if the foul was shooting or non-shooting.

In the case of a non-shooting foul, the opposing player must make the first free throw in order to be awarded a second free throw (one-and-one).

Beginning with the tenth foul of a half, the fouled team is awarded two free throws on non-shooting fouls, regardless of whether or not the first shot is made (double bonus).

For purposes of bonus, team fouls accrue from the second half on, as all overtimes are extensions of it.

## UNSPORTSMANLIKE FOULS

An unsportsmanlike foul is a player contact foul which, in the judgment of the official, is not a legitimate attempt to directly play the ball within the spirit and intent of the rules.

Two (2) free throw(s) shall be awarded to the player who was fouled, followed by:  
a throw-in at the center line extended, opposite the scorer's table;

## FREE THROWS

If a foul is committed on a player who is NOT in the act of shooting, the game shall be resumed with a throw-in by the non-offending team, at the place nearest to the infraction.

If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throw(s) as follows:

if the shot is successful, the basket shall count and one (1) additional free throw awarded;

if the shot is unsuccessful, that player shall be awarded the number of free throws based on the shot attempted

When players are lined up for free throws, players may not enter the painted area until AFTER THE BALL MAKES CONTACT WITH THE RIM on the final attempt. In the same manner, players who are lined up outside of the three point line may not step inside the three point line UNTIL AFTER THE MAKES CONTACT WITH THE RIM on the final attempt.

If a player is injured upon being fouled and cannot shoot free throws, the defensive team may designate any player from the bench to shoot in place of the injured player.

## TIMEOUTS

A time-out is an interruption of the game requested by the coach or assistant coach. Each time-out shall last one (1) minute.

A time-out may be granted during a time-out opportunity.

A time-out opportunity begins when:

the ball becomes dead, and the official has ended his communication with the scorer's table;

the ball becomes dead, following a last or only successful free throw;  
for the non-scoring team, a basket is scored.

A time-out opportunity ends when the ball is at the disposal of a player for a throw-in or a first or only free throw.

Two (2) time-outs may be granted to each team at any time during each half; and one (1) during each extra period.

Unused timeouts may not be carried over to the next half or extra period (overtime).

### THIRTY (30) SECOND SHOT CLOCK

Whenever a player gains control of a live ball on the playing court, his/her team must attempt a shot for a field goal within thirty (30) seconds. To constitute a shot for a field goal within thirty (30) seconds:

The ball must leave the player's hand(s) before the thirty (30) second device signal sounds

After the ball has left the player's hand(s), the ball must touch the ring or enter the basket

When a shot for a field goal is attempted near the end of the thirty (30) second period and the signal sounds while the ball is in the air, if the ball:

Enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count

Touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue

Hits the backboard (not the ring) or misses the ring, a violation has occurred unless the opponents have gained immediate and clear control of the ball, in which case the signal shall be disregarded and the game shall continue

All restrictions related to goaltending and interference shall apply

Following an offensive rebound after a shot for a field goal or last or only free throw, the shot clock shall be reset to twenty (20) seconds

### DRIBBLING VIOLATIONS

A dribbler can't "travel" by walking or running with the ball more than 1½ steps; "double dribble" by bouncing the ball with both hands or doing a dribble, stop and dribble again; "palm" the basketball by dribbling with his hand too far on the side or underneath it; or change his pivot foot while he is holding the ball.

### CHARGING/BLOCKING

A charge is an offensive foul that is committed when a player pushes or runs over a defensive player. The ball is awarded to the defense. A defender must establish position in front of the offensive player or upon contact will be called for blocking against the offensive player.

### BACKCOURT VIOLATION

Once the offense moves the basketball past the midcourt line, it cannot allow it to go back across the line during its possession. If the offense commits this violation, the ball is awarded to the defense. If the defense knocks the ball over the sideline or baseline during the possession, the offense can inbound the ball into the backcourt and collect it again.

### THREE-SECOND RULE

An offensive player cannot stand in the lane (also known as the key or paint) for more than three seconds. If the offense commits the violation, the ball is awarded to the defense.

### FIVE-SECOND VIOLATION

On an inbound play, the passer must pass the basketball within five seconds or it will be awarded to the defense. If an offensive player is closely guarded, he cannot hold the ball for more than five seconds without dribbling, passing, or shooting it.

### GOALTENDING

Goaltending violation is interfering with the ball while it is on its way to the basket and it is (a) in a downward flight, (b) entirely above the rim and has the possibility of entering the basket, and (c) not touching the rim. It is also a goaltending violation if the ball has already touched the backboard while being above the height of the rim in its flight, regardless of whether it is in an upward or downward flight or whether it is directly above the rim. If goaltending is called on a free throw, the shooting team is awarded one point and a technical foul is called against the offending player.

## BLOWOUT RULE

The blowout rule is triggered when a team's lead reaches 25 points. The game clock will run with no stoppage until the lead falls below 25 points, where normal game clock rules shall resume (only exceptions are official's timeout or injury timeout). The maximum point differential a team can receive for the purposes of tiebreaks is 30.

## FORFEIT RULE

In the event of a forfeit for any cause, the final score will be 30 - 0, where the winning team will have 30 points and the forfeiting team will have 0 points.

## Injury and Bleeding

### Injury

Should a serious accident occur while the ball is in play, the referee shall stop the game immediately and permit medical assistance to enter the court.

Players who are injured but not bleeding will be given two (2) minutes to attend to their injury. If the player is not ready to recommence play after the two (2) minutes, the player must leave the court to recover from their injury. Any player who leaves the court to attend to an injury must wait until the next dead ball before returning to the game and receiving clearance from medical personnel.

The injured player may only resume play after receiving explicit approval from medical personnel, who will make the final call.

When a team is reduced to less than five (5) players (irrespective of the reason) and a substitute is unavailable, the offending team shall forfeit the game.

### Bleeding

Any player suffering an injury that results in bleeding must leave the court for medical treatment unless the bleeding can be stopped within two (2) minutes.

Play shall be suspended immediately lasting not more than two (2) minutes and the player shall receive medical treatment.

If immediate medical treatment does not stop the bleeding injury, the player must be substituted until the bleeding is stopped and the blood is removed from their uniform.

A player who leaves the court to attend to their bleeding injury must wait until the next dead ball before returning to the game and receiving clearance from medical personnel.

Bloodstained clothing must be replaced.

When a team is reduced to less than five (5) players (irrespective of the reason) and a substitute is unavailable, the offending team shall forfeit the game.