



# LYG Inclusive Basketball 2024

## Entry Information & Rules

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### Event Overview

**Dates:** Thursday 25<sup>th</sup> April 2024

**Venue:** SCORE Centre, 100 Oliver Road, London, E10 5JY.

**Contact:** [emma@londonyouthgames.org](mailto:emma@londonyouthgames.org)

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### Entry Information

**Squad Entry Deadline:** Wednesday 27<sup>th</sup> March 2024

**Squad on the Day:** Minimum 5 & Maximum 9

**Competitions:** Mixed Gender, **teams must play with a minimum 3 girls.**

**Eligibility Criteria:** Young people from the below impairment categories are eligible for the competition. Full details of eligibility criteria in full rules.

G3A.	Sensory-Hearing Impairment
G3B.	Sensory-Visual Impairment
G4.	Severe Learning Disability
G5.	Mild Learning Disability

### Age Categories:

Age Category	Oldest DOB	Youngest DOB
14-17 Years	01/09/2006	31/08/2013

**Substitutions:** Each borough is permitted two substitutions, so long as the maximum squad size on the day is not exceeded. All substitution details must be provided at registration on the day of the event.

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### Full Rules & Regulations

**INB 1** The London Youth Games Inclusive Basketball competition will run in accordance with [FIBA regulations](#).

**INB 1.1.1** The London Youth Games Inclusive Basketball competition will follow the [Transgender Policy](#) outlined by Basketball England.

### INB 2 Age Category

**INB 2.1** The following age groups and respective minimum and maximum date of births will apply to the London Youth Games Basketball Competition:

Age Category	Oldest DOB	Youngest DOB
14-17 Years	01/09/2006	31/08/2013

**INB 2.2** It is the responsibility of parents/teachers/Team Managers to ensure all competitors details are eligible to compete.

### INB 3 Eligibility:

**INB 3.1** Young people within the below impairment categories are eligible to compete in LYG Inclusive Basketball.

Group	Impairment	Descriptor
G3A.	<b>Sensory-Hearing Impairment</b>	Anyone with a hearing impairment that requires them to wear a hearing aid or implant.
G3B.	<b>Sensory-Visual Impairment</b>	Anyone with a visual impairment which impacts their daily lives. This does not include simply wearing glasses or contact lenses.
G4.	<b>Severe Learning Disability (SLD)</b>	Anyone who has severe difficulties with pattern recognition, sequencing and memory, as well as having slower reaction time. They are likely to need support in communicating their needs and understanding abstract or complex ideas. This category includes Level 3 autism.
G5.	<b>Mild Learning Disability (MLD)</b>	Anyone who has mild difficulties with pattern recognition, sequencing and memory. They may need some support to understand abstract or complex ideas. This category includes Level 2 autism.



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### **INB 4 Kit & Equipment**

**INB 4.1** Bibs will be provided.

**INB 4.2** Teams must supply their own basketball for warm up.

**INB 4.3** Match ball is Size 6

### **INB 5 Competition Format**

**INB 5.1** The competition consists of group stages followed by knockout stages. The top 1 or 2 teams in each group will qualify for the knockout stages.

### **INB 6 Competition Rules**

**INB 6.1** FIBA regulations regarding matches are as follows and will apply to all matches:

**INB 7.2.1** One quarter of 10 minutes running clock. In the final there will be 2 quarters of 10 minutes running clock.

**INB 7.2.2** Five minute half-time, only for the final. No half-times in all other matches.

**INB 7.2.4** One timeout per team, in the finals one timeout per quarter.

**INB 7.2.5** Timeouts will be 60 seconds each in duration.

**INB 7.2.6** Seven team fouls and four personal fouls per match.

**INB 7.2.7** Substitutions must be made through the table (at any time on a dead ball).

**INB 7.2.8** Team Managers must complete score sheets with the correct details 5 minutes before the game starts.

**SGB 7.2.9** No player shall dunk the ball at any time during the competition.

**INB 7.3** Match rules regarding game format (7.2.1 – 7.2.5) may be amended, but only by agreement, in writing, between the two teams prior to the match taking place.

**INB 7.4** In the event of a match tie, 3 minutes overtime is played.

**INB 7.4.1** If scores remain level after this period of overtime, then sudden death free throws will occur. There is no minimum number of free throws, and sudden death applies from the first nominated shooters. All listed players from the team must shoot before any player is permitted to take a second shot.

**INB 7.5** Man to man defence is the only permissible defence allowed (i.e. no zone defence). Each game is started by a jump ball in the centre circle and begins when the ball is tapped in by one player.

**INB 7.6** As a rule, a dominant full court man-to-man defence which the opposition is incapable of outplaying must cease when the team is 20 points ahead.

**INB 7 Medals & Salvors** Medals will be awarded as follows:

**INB 7.1** Medals awarded to 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> placed teams.