

北京行业之间篮球挑战赛

Beijing Corporate Basketball League

Rules

1. House Rules

All Teams must be paid in full before they will be eligible to play.

所有比赛队伍在开赛前需全额交纳报名费用。

2. FIBA Basketball Rules

FIBA Basketball Rules will apply to each game, unless the Officials make a special determination in light of special circumstances during the game.

比赛将采用国际篮联篮球规则，但组委会针对特殊情况制定的特别决定除外。

3. Commencement and Duration of Game

3.1 All games shall be played within a time limit of one hour. The game clock shall start no later than five minutes after the scheduled starting time even though the actual game has not yet begun. A team that does not have the minimum number of players (four) within ten minutes of the designated starting time will be charged with a forfeit. Should both team breach, the game shall be declared a double forfeit.

所有比赛将在一个小时内完成。即使比赛队伍没有按时开赛，比赛时间将在赛程规定的开始时间后的 5 分钟开始计时。比赛队伍人数在赛程规定开赛 10 分钟内不能达到比赛最低人数（4 人）的将被视为放弃比赛，对方队伍将被判定胜出。如果双方队伍都未能在规定时间内达到最低比赛人数，比赛双方将均被视为放弃比赛。

3.2 A team shall be permitted to begin a game with four players if a fifth is not available. Should the team with four players fall behind by twenty points, the game will be declared a forfeit. This rule does not apply if both teams have four players. A team with five or more players may elect to start with only four players, where the other team has only four players, but may add a fifth at any point of the game.

每支比赛队伍在参赛人数不能达到 5 人时可以以 4 名球员参加比赛，以 4 人参赛的球队在落后对方 20 分时将被判定放弃比赛。此条规定不适用于双方队伍参赛球员均为 4 人的情况。有足够参赛人数的队伍在对方队伍只有 4 名参赛球员的情况下可以主动选择以 4 人出赛，但在比赛中任何时点可以选择追加第五名球员参赛。

3.3 A game shall consist of two twenty minute halves with a three minute intermission, unless due to time restraints the official decides the second half should start sooner. The first nineteen minutes of the first half and the first eighteen minutes of the second half shall be played without stopping the clock for any reason unless it is an officially charged time out. During the remainder of each half, the clock shall be stopped by whistles ("stoppage time"). The League Office will provide an unofficial game clock for both sides to see from the court, but the official time will be kept by the lead referee who will have a stop watch and shall announce remaining time at key intervals of stoppage time.

所有比赛将包括上、下两个半场，每个半场比赛时间各 20 分钟，中场休息时间 3 分钟，但由于时间限制问题，组委会有权要求下半场提前开始。上半场前 19 分钟，下半场前 18 分钟比赛进行中比赛时间将不被停止，但组委会叫停比赛的情况下除外。除上述时间外，比赛时间将以裁判员哨音为准停止。组委会会在记录台摆放一只非官方时钟以便各队了解比赛时间，同时，主裁判员将用所佩戴的秒表记录官方时间。当两个时间有出入时，以裁判员的时间为准。

3.4 If the play is interrupted by an injury or loss of contact lens, the referee may, in his discretion, stop the clock but in that event shall assess an official time out to the team responsible for the delay.

如果比赛由于球员受伤或者其他情况（例如隐形眼镜丢失）而被中断，裁判员有权停止比赛时间，但所延迟的比赛时间所带来的责任后果将由引起此次情况发生的队伍承担。

3.5 If a team leads by thirteen or more points at any point during the last two minutes of the second half, the remainder of the game will be on running time. If the lead falls under thirteen points, the game will return to stopping time.

如果比赛队伍在下半场的最后两分钟时领先对方 13 分，剩余的比赛时间将不被停止。如果双方分差缩短至 13 分以内，则剩余比赛时间将会停表。

3.6 Where there is a tie at the end of the second half, an over time of three minutes shall be played with stoppage time. If there is still a tie, there will be a second over time of sudden death, where the team that scores the first point wins.

如果在下半场比赛结束时双方比分持平，比赛将会进入第一个时长为 3 分钟的加时赛。如果在第一个加时赛终结时，双方比分依旧平等，第二个加时赛将采取“突然死亡法”即率先得分的队伍将赢得比赛。

3.7 Each team shall be allowed three on minute time outs per game plus one additional time out during the first over time period only. No timeouts after the first over time period.

每支比赛队伍在每场比赛的常规时间可以申请 3 次时长为 1 分钟的暂停。在第一个加时赛中可以申请 1 次时长为 1 分钟的暂停，第二个加时赛不可再申请暂停。

4. Three Point Goals

4.1 Subject to the discretion of the official, where there is proper marking on the court, three point goals will be allowed.

在有合适标识的场地中，比赛将允许在确定标识后的投篮进球为以 3 分计分。

5. Fouls and Free Throws

5.1 Any flagrant or unsportsmanlike foul shall result in two free throws, automatic ejection and loss of possession. A player shall be disqualified

任何球员针对对方球员的恶劣地或者违反体育精神的犯规将会使被犯规方得到 2 次罚球机会，发球后无论是否命中发球权由被犯规方所有（两罚一掷）。

5.1.1 After committing his sixth foul of any type (including technical fouls); or

比赛球员在犯规累计达到六次时失去当场比赛资格。

5.1.2 After committing two technical fouls.

比赛球员在得到两次技术犯规后失去当场比赛资格。

5.2. A player disqualified for unsportsman like conduct shall promptly leave the gym. His failure to do so shall result in automatic forfeit for his team in addition to disciplinary action against the player and/or team pursuant to Rule X.

由于违反体育道德而失去比赛资格的球员需立即离开比赛场地。否则，其所在球队做自动弃权比赛的处理。除此之外，队员与/或球队的纪律处分参照第 10 条说明。

5.3 If there is no available substitute for a player disqualified on fouls, then the team must play with four players. If after playing with only four players, one of the players is disqualified on fouls, the team will forfeit.

如果在一场比赛进行中间，一支比赛队伍中由于达到 6 犯规次数的球员过多而导致上场比赛球员无法达到 5 人时，可以允许该队伍以 4 人继续比赛。在此前提下，如果人数为 4 人的球队还有球员被罚出场，则该队伍将被判定失去当场比赛资格。

5.4 Free throws shall be awarded under normal FIBA Rules, unless an Official determines that a foul was committed intentionally or recklessly, with obvious risk of physical harm, then the official may assess a technical foul, in addition to the normal penalty.

罚球得分将按照国际篮协规则计分，如果裁判员和组委会认定此次犯规为故意或者容易导致被犯规球员受到严重伤害，裁判或组委会有权在正常判罚基础上增加技术犯规判罚。

6. Substitutions

Substitutions may occur pursuant to FIBA Rules and only once the substitute player has been officially waved in by the Official. Where there is a scorer's table, the player will report to it.

换人规则将按照国际篮联规则，由申请换人球员到技术台前向裁判举手示意申请换人后，裁判鸣哨中止比赛后进行换人。

7. Forfeits

7.1 If a team knows that it will forfeit a game, that team must call the other team captain and report to the League Office at least 3 working days before the estimated game date. The League Office will account for forfeits when determining whether a team will be extended an invitation to the playoffs.

如果一支比赛队伍知道将要弃权比赛，需在比赛开始前三个工作日内通知对方球队队长和联赛组委会。联赛组委会将会依据情况决定是否需要加赛。

7.2 Teams will only be allowed to play with players officially on their roster. Where a game will be determined a forfeit or double forfeit, an unofficial game may be played with Officials if enough extra players can be found.

参赛队伍上场比赛人员需严格按照报名册中注册队员执行。在一支队伍或双方队伍均被判为弃权的情况下，参赛队伍可以邀请非本队注册球员进行非正式比赛。

8. Postponements

No postponements will be allowed for any reason unless there is mutual consent from both teams and agreement by League Office.

任何比赛将不能被推迟，除非在双方球队均认可的情况下并且得到组委会的同意才可推迟比赛时间。

9. Officials and Protests

The Officials have authority and control over all aspects of the game in accordance with FIBA Rules. According to the rules, an Official can declare a game a forfeit. Alleged errors of judgement, misinterpretation of the rules or official misconduct shall be brought to the attention of the League Office in writing and the League Office shall deal with it. The League Office will have final discretion to determine how to manage such a protest.

联赛组委会享有权利并按照国际篮联规则控制联赛各方面事项。根据本规则，组委会可以宣布一场比赛弃权。任何对组委会的判罚产生的异议将以书面申请的形式递交联赛组委会，由联赛组委会进行处理。联赛组委会在处理后将给出处理意见。

10. Equipment

10.1 The League will provide official game balls.

联赛将提供比赛用球。

10.2 All players must wear official uniforms provided by the League. If they do not, that team will be assessed a team technical foul for each non-official uniform. Non-official uniforms must be of a similar color and have a unique number.

所有参赛球员需要身着联赛统一提供的官方队服，如果球员在比赛时没有身着官方队服，每个违反此规定的球队将被判罚一次技术犯规。球员身着的非官方队服需要与官方队服颜色相同，并带有背号。

11. Rosters and Eligibility

11.1 Each team shall, prior to the season's commencement, submit to the League Office a roster listing all persons who may play for such a team.

每支参赛球队需在联赛开始前向组委会提交本队的注册球员名册。

11.2 Roster members need not work for their sponsors.

球员名册中的注册球员不可以通过本联赛私自为其赞助商提供工作。

11.3 In order to play, each team member must have first executed a waiver.

参赛队员必须事先同意免责条款中的声明。

11.4 Additions to the roster are only in the discretion of the League. Such roster changes must be made by the date specified by the League.

只有在联赛组委会允许的情况下，新球员才可以被参赛队伍加入进球员名册中。球员名册的修改必须在组委会指定的时间前完成。

11.5 In order to be eligible for the playoffs, players must appear on the team's final roster and participate in at least three regular season games. Players will be required to show photo ID before any playoff game.

参加季后赛的球员姓名必须出现在球员名册的注册球员中，同时至少参加过三场常规赛比赛。联赛组委会有权要求所有参加季后赛的球员提供带照片的身份证明核准参赛资格。

11.6 The Commissioners retain discretion to waive any of the foregoing eligibility rules or to bar participation by any person in specific instances if they determine that the best interests of the League will be served.

联赛组委会成员保留对此规则的最终解释权。在所发生事件超过本规则所规定范围时即发生特殊事件时，组委会及其成员保留解除事件当事人及其所属球队参赛许可的权利。

12. Unsportsmanlike Conduct

The Commissioners retain the right to suspend or expel from future participation in the League any player and his team whose conduct is unsportsmanlike, inflammatory or tends to reflect unfavorably on the Beijing Corporate Basketball League and to take such addition action against his team as they, in their discretion deem, appropriate. Ejection from two games for these or similar reasons during the course of any season shall result in automatic disqualification from any present or future league games.

联赛组委会成员将保留对有过违反体育道德表现的球员及球队禁止继续参加本联赛的权利。这些行为包括但不限于违反体育道德的行为、对其他球队和球员不利的行为，以及任何对本联赛不利的行为。在一个联赛周期内，参赛球员或者球队累计有过两次违反体育道德表现记录的将自动被取消其未来联赛的参赛资格。