

Game Rules for Baskin Sports Discipline (Rev. 20)

For anything not defined in the following Rules of Play please refer to the Official Technical Regulations of Basketball of the [Federazione Italiana Pallacanestro FIP](#) in force and any subsequent official changes, including those not yet integrated in the official text, but published in separate documents. For the practice outside the Italian territory the reference Regulation is that of the National Federation of FIBA reference area (i.e., [Fédération Française de basket-ball FFBB](#) for France) and, in the absence of Federation of reference, that of the [FIBA](#) itself.

The proposed changes are highlighted in blue or yellow and concern: **Rev. 19:** Introduced new Role 2P – Role 1 and minimum shooting distance – Role 1S or 1 compulsorily on the field if there are 3 Roles 5 – Specified shooting action Role 1S as per CTN minutes – Free experimentation: reduced slide width for Role 1S – Role 2T and loose ball in its area – Role 1 and 1S carrier must not be replayed in case of foul or invasion – Only Role 2T can be physically helped by the tutor – Pivot cannot intercept the ball outside the side area – Technical Foul: everyone can shoot the free throw – Substitutions: can only be made after the pivot's basket, never before – Time out: possibility of accumulation. **Rev. 20:** roles 1 and 1S methods of communication with the referee – roles 1S (slide width change) – role 2T clarification on the rebound – role 3 running/dribbling ratio – role 2 clarification on the tutor's support on the shot – role 4 possibility of scoring in the third half – Defense change on the shot of the female role 4 – roles 5 on the scoresheet – mandatory entry into the field for all players in the first two quarters and in the second two quarters.

Previous revisions:

Revision N°	Date	Revision N°	Date	Revision N°	Date
1	25/10/2007	9	03/10/2013	17	02/09/2022
2	25/08/2008	10 "Integrated"	10/11/2014	18	08/09/2023
3	25/10/2008	11	02/11/2015	19 ¹	25/09/2024
4	28/08/2009	12	18/10/2016	20	25/08/2025
5	14/05/2010	13	05/09/2018		
6	13/10/2010	14	01/09/2019		
7	12/10/2011	15	06/10/2021		
8	14/11/2012	16	19/11/2021		

GAME CHARACTERISTICS

COURT (adjusted)

Basketball court (standard measures) with two traditional baskets and two baskets on the court side (on the perimeter of the half court) with h 2.20 m and with two semicircular areas (radius 3 m) divided into five sectors. Under the side basket it is possible to place another lower, basket for the players with the role number 1 (h = 1.10 m). It is possible to trace the two semicircular areas with a tape. Another traced semicircular area (radius=3.70 m) shows the area where a foul suffered by a player who is bringing the basketball to the Pivot automatically this gives right to the Pivot for the shot. If the basketball touches the basket rod or either basket, it is valid; if it touches the plastic platform or the rod supports, even the wheels, it is out.

¹ This revision had no official translation in English, changes for this revision are highlighted in blue.

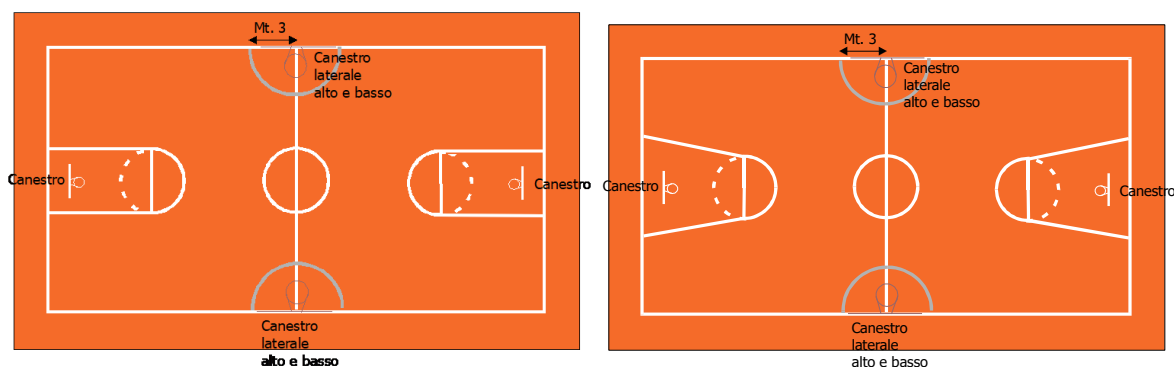


Figure 1: Adapted basketball court, version with rectangular and trapezoidal areas



Figure 2: Enlargement of the side area with division into sectors

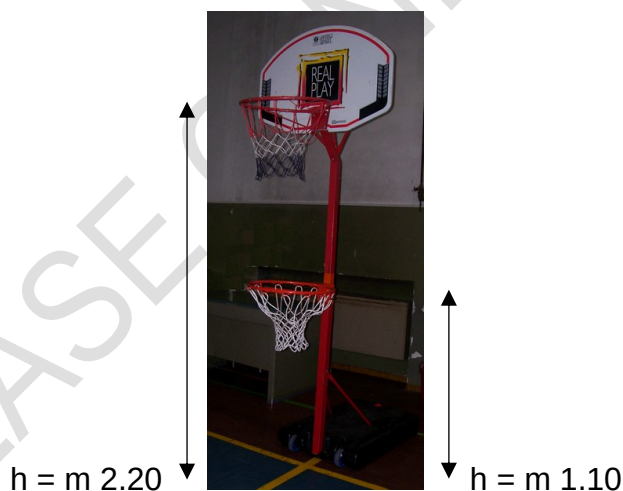


Figure 3: Example of a high and low side basket

GAME TIME

4 periods of 8 minutes each.

Every time the referee blows the whistle, the time stops. On every score from the side baskets the time stops, it does not stop on the score from the traditional baskets except during the last two minutes and during overtime, if any. In case of a tie at the end of the fourth period, there will be as many 4-minutes overtime periods as necessary.

BASKETBALL

A ball size n°5 is employed (the ball used for mini-basket); it can be replaced by other balls with different size and weight for role number 1 players. The position of the different balls, during the game, is at the bottom of the side baskets. The teams, the referee and the court officers must check that every ball needed is present at the beginning of every period.

REFEREE

At least one referee is required.

NUMBER OF PLAYERS

Numbers of players per team not higher than 14, 6 players must be on the court; in case of fouls or injuries, the number of players on the court cannot be lower than 4. In case the number of players is lower than 4 (only 3) the team without enough players loses the game. Every player has a role, from 1 to 5, based on the characteristics explained at the next point. Every player has a two-digit number: the first digit shows the role of the player, the second is different for every player. The sum of the digits showing the role cannot be higher than 23. Every player must play. The numbers on the jersey must be visible on the game jerseys, both on the front and on the back.



THE ROLES

The roles are appointed according to the ability of the player to: use his hands, walk, run and balance. The first digit of the number on the jersey shows the player's role.

Number 5: player without disabilities who owns all the fundamentals of Baskin.

Number 4: player with or without disabilities or with prosthetic limb enabling him to walk and run (a functional evaluation during the game will either confirm his Role 4 or switch him to a different role). The player must: have the complete or partial use of his hands, be able to walk, be able to run dribbling continuously.

He can perform travelling when he starts to dribble. He performs the fundamentals of Baskin slower than a player 5. He cannot make a lay-up.

Number 3: player with or without disabilities who must: have the complete or the partial use of his hands - and therefore throw also into the traditional basket, be able to walk, be able to run dribbling continuously or not. His motion is not smooth, with poor coordination and/or balance.

Number 2: player with disabilities, with the complete or the partial use of his hands for the shot at the high side basket, he can walk around the area. He is not able to run (**Role 2R:** a Role 2 player who is able to run, or, if on the wheelchair, owns the wheelchair basket fundamentals): he is a pivot who is able to move on his own in the area. When he receives the ball, he must dribble twice, go over the line of the area in one of the three sectors and shoot. The role 2R must cross the traced line. He cannot be obstructed. He has 10 seconds (7 seconds for 2R role player) to shoot from the moment when his teammate enters the area. If the role n. 2 is a player on the wheelchair he must move on his own and dribble twice. If he is able to use only one arm, he can be moved by the teammate who brought him the ball (travelling and double dribble do not count during this action: the basketball may be held by the Tutor, while he is moving the Pivot) and he does not need to dribble twice. Besides, the ball can be handed to the Pivot also after he has been placed outside the area. In this case the role n. 2 is defined 2T (**2+Tutor**). This role (2T) also covers the player who can move with the aid of a perambulator, since he can neither dribble nor carry nor pick up the basketball. **Role 2 P (2 + "Palla", which means "ball") is a role player 2 who plays Move independently but absolutely cannot manipulate and shoot the game ball.**

Number 1: player with disabilities who is not able to move (due to motor deficits), not even on the wheelchair, unless others help him. He is not able to move the wheelchair with either arm but he is able to shoot. He is always in the side areas and only teammates can bring him the ball. If the ball is too big, it can be replaced by a smaller ball chosen by him. The smaller ball is placed at the bottom of the side baskets. The role n. 1 has 10 seconds to shoot from the moment when his teammate gives him the ball. **The shooting position can be chosen but cannot be within the arc of the circle with the center coinciding with that of the low side basket (the large wheel of the wheelchair cannot pass it at its point of contact with the ground) and radius R. To draw**

the arc of a circle, define its center and radius R by operating as follows. The distance of the internal profile of the circle from the basket column. Let this distance be A . To this must be added the measurement of the inner diameter of the circle divided by 2. Let B be this value (radius of the basket). At this point the coordinate of the center of the basket will be C equal to the sum of $A+B$. The center of the arc of circle bounding the minimum distance will be on the half-court line at distance C from the inside edge of the sideline. The radius of the arc of the circle to be drawn will be $R=80-C$ in centimeters. He is a pivot and therefore he cannot be obstructed.

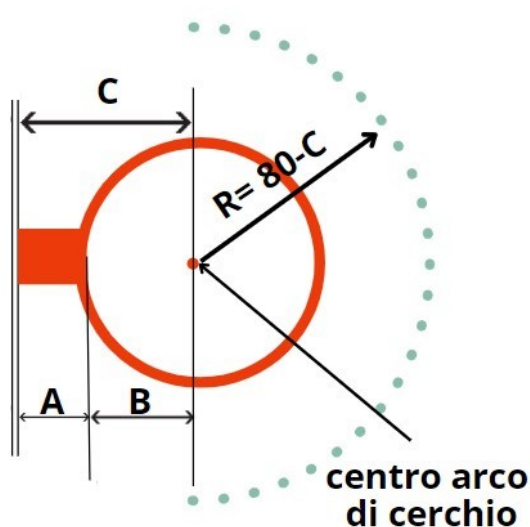


Figure 4

ROLES RECAP

Only the use of the hands for the shot, he is on the wheelchair and he cannot move it manually (He has not the strength) PIVOT	Use of the hands. Able to walk and run in a limited way (if on the wheelchair, he can use at least one arm) PIVOT	Use of the hands. Able to walk and run dribbling continuously or not. Poor balance. Slow	Use of the hands. Able to walk and run dribbling continuously. Fundamentals not perfect. Not very fast	He owns all the fundamentals of Baskin: dribbling, shot, layup, pass, carrying the basketball, defense Fast
1	2	3	4	5

For the details of the role assignment, it is necessary to consult the *System of Assignment of the Roles of Baskin* (Attachment A) currently in use.²

² Left generic on purpose, translator's note. The version actually used in Italy is Review 0, September 24.

PLAYERS' TASKS

The roles n. 1 and 2 are pivots and they cannot be obstructed. It is possible to have only one pivot at a time in the area. The roles number 3, 4 and 5 can use any type of man marking.

The **role n. 1** (pivot who cannot walk) stays in the side areas, watches the game, and has 10 seconds to shoot from the time his teammate gives him the ball.

They have two options: a) the pivot role n. 1 decides to shoot only once; if he scores the basket, it counts three points; b) the pivot role n.1 decides to shoot twice; in this case if he scores (no matter if at the first or at the second try), the basket counts 2 points. The referee must communicate right away to the table, to the teams and to the public the decision of the pivot before he shoots.

If the tutor hands the ball to role 1 before the latter has chosen how many shots to take, the choice automatically becomes 2 shots and the referee begins to count the 10 seconds of the first shot attempt. If a role 1 does not have the opportunity to express his choice verbally, he is allowed to express himself through other non-verbal methods (e.g. indicating the number with the hand or by blinking, or tapping with the knuckles, or using a text in AAC, etc.), provided that the method used is declared on the report in the "Notes" section.

The pivots cannot be obstructed because the other players cannot enter the area. The role n.1 can use a smaller ball to shoot. The basket counts only if the shot follows a parabolic trajectory (the pivot cannot drop the ball in the basket by placing his hand over the basket).

* If the spasticity of the player does not allow him to bend his wrist or his arm, the throw can be modified by placing the ball on a slide with no edges within the usual 10 seconds. The length of the slide must be at least six times the diameter of the ball, and its width must not exceed 1.5 times the diameter of the ball. The slide must end on the rim and no further than and the angle that is created between the ring of the basket and the inclined plane must not exceed 15° (see example images in Annex 1 relating to the Baskin structures). The inclined plane (with relative support) can be built on the needs of the athlete, as long as it complies with the indications in the regulation and defined here with greater clarity, and can be structured in two ways:

1. Integral with the basket placed at a height of 1.10 meters (see example images attached to the Regulations)
2. Disconnected from the basket placed at a height of 1.10 meters and positioned on a support that is subsequently approached creating continuity between the slide and the basket rim. (The slide must end on the rim and no further).

What must not happen is that the slide is integral with the wheelchair of the 1S role, but must be two disconnected and autonomous parts.

If the two parts were integral with each other, the phase of positioning the Pivot with respect to the goal to be achieved (in the case of the 1S Role the slide on which to place the ball) would be missing, a feature that must be present in every type of Pivot.

The use of a platform for raising the 1S is allowed proportionate to its need to get to position the ball on the inclined plane.

Role 1S must place the ball on the top edge of the slide. If the support is made further forward towards the basket, excessively reducing the length by 6 times the diameter of the expected ball and thus obtaining an unexpected advantage, it is advisable to proceed with one of these methods under penalty of invalidation of the shot:

1. Move Role 1S back from the basket so that the support takes place on the highest edge of the slide
2. Lengthen the slide by visually delimiting the length by 6 times the diameter of the ball so that the referees can verify if the support is correct or with excessive advantage.

Below are some specifics on the shooting action of the 1S role:

- The Role 1S can use any arm supports only if strictly necessary, and as long as these supports do not eliminate the athlete's active participation in the positioning of the ball on the slide. If the supports place the 1S role arm already above the slide, and the slide only needs to open his hand to drop the ball, the shot must be invalidated.
- The tutor has the task of positioning any supports useful for the shooting of the 1S, but his action must be related only to the positioning of the supports without being in any way an active part of the shooting action, under penalty of invalidation of the shot.
- At the time of delivery by the tutor, the ball must not be in contact with the inclined plane under penalty of invalidation of the shot. Part of the autonomy of the 1S's shooting action is the positioning of the ball on the inclined plane.
- Once the ball has been delivered, the tutor can no longer actively interfere with the shooting action of the 1S, which must be autonomous, under penalty of invalidation of the shot.
- The shot of the 1S role is to be considered started when the ball comes into contact with the inclined plane. It follows that:
 - If the ball falls from the 1S's hand without having touched the inclined plane, it is considered "shot not started" and the tutor can retrieve the ball and return it to the pivot to perform the shooting action within the scheduled time.
 - If the ball falls after touching the chute, it is considered "shot started" and the

shooting action ends.

All errors by the tutor during the delivery of the ball must always be considered independent of the will of the 1S and therefore equated to "shot not started".

The counting of the shooting time begins when the ball is delivered to the 1S role as per the regulations, and continues regardless of the cases described above.

The role of those players is 1S, which must be specified on the report. This rule is experimental: for dimensions, shape, and material, see the picture in Attachment 1.

When the teammate enters the area to bring the ball to the pivot the time stops; the referee must raise his hand to point out that the time stops. In case the game time ends when the player enters the side area (his foot must be inside the area at the moment of the whistle), the pivot can shoot and he always has 10 seconds to shoot. The basketball can be only handed to the player role 1.

He must hold it to be entitled to carry out the shot.

The 10 seconds available begin from this moment and the teammate who has carried out the pass will substitute the basketball, if necessary.

During the referee's count for the role 1 shots, the stopwatch will be restarted at the start of the count and will be stopped if the shot is carried out or when the basketball hits the basket, the structure or if the basketball falls on the ground.

In case role 1 chooses to shoot twice, the process will be the same.

The game always restarts with a throw-in from the sideline. The throw-in must be over the small lines traced two meters from the side area (see figure n. 2).

In the case of carrying in role 1 and 1S, there is an invasion of the defender's side area or a foul on him, the referee who has already stopped the time with his whistle must not repeat the carrying, while he can start the preparation action for the shot suffered at the referee's whistle.

If there is a loose ball in the area where Role 1 is stationed and cannot be retrieved, or it comes into the possession of Role 1 (e.g., but not limited to, stationing in his lap due to a fortuitous bounce), the referee shall blow the whistle to stop the clock after waiting 5 seconds; at that point, a Tutor partner may make all necessary maneuvers and thus initiate the shooting process for Role 1 as provided for in these Rules.

The players with the **role n. 2** must watch the game and shoot at the high side basket. They have 10 seconds (7 seconds in case of role 2R) to shoot from the time the teammate enters the area and they must shoot over the line of the area, since they can move. Like the role 1 players, they are not obstructed by the corresponding opponent role (who is standing at the



other side basket). They can go out of the area to shoot only if a teammate brings them or passes them the basketball (with a bounce pass, not from the throw-in). They can also pick up the basketball if it goes into the protected area. The time stops only if the player with the role n. 2 scores.

Once a teammate brings the basketball to the pivot, he must dribble at least twice. He also must move to one of the three sectors and shoot over the line. The basket is worth two points from the central sector and three points from the side sector. The players with the role n. 2R who can run, but are not able to use it or the players on a wheelchair who own the fundamentals of wheelchair basket, must shoot over the traced line (0,7 m farther than the others) and they have no longer than 7 seconds to shoot. The teammate who brings them the basketball must cross the continuous line of the semicircular area to give the ball to the pivot. The rules for the rebound do not change, but also the other players who are waiting for the rebound must be over the traced line. When the ball is in the air the players can get close to the continuous line of the area, without crossing it. If one player crosses the traced line before the basketball is in the area, the pivot can shoot again.

If the pivot picks up the basketball or someone passes him the basketball, the pivot can choose either to shoot or to pass again the basketball to a teammate out of the area. In the first case he has 10 seconds to shoot (7 seconds in case of role 2R), in the second, 5 seconds to pass.

When he shoots, he needs one meter distance from the other players to avoid any type of defense (see lines in picture n. 2).

In case the period ends when a teammate enters the area (his foot must be already inside the area) he can always shoot before the 10 seconds (7 seconds in case of role 2R).

If the pivot does not score, the role **2** player can enter the area after the shot to catch the rebound. If the pivot is a role **2T**, the teammate who brought him the ball (his Tutor) can enter the area to catch the rebound and give the ball to the pivot. The Tutor can give him the ball only after the pivot is inside the area and the pivot can enter the area alone or with the help of another teammate, his Tutor. If the rebound is not caught by the Tutor, the referee stops the action and hands the basketball to the team that was in defense, unless the rebound is taken by the same 2T player, in which case the action proceeds with the 2T role passing directly to teammates. When the tutor gives him the basketball, Role 2 or 2R has 5 seconds (10 if on the wheelchair and for role 2T) to pass (not hand) the basketball to **any teammate placed on the edge of the side area or further away** (not to the Tutor who brought him the ball) out of the area. The player who receives the ball cannot reenter the area right



away; he must pass the ball at least to another player. For the role 2T the 10 seconds start when the Tutor catches the rebound or when the 2T himself grabs the rebound.

The rebound can only be taken by the Tutor (who can position himself wherever he wants to rebound) or by the 2T role. If the rebound is not taken by one of these two players, the ball remains alive until it touches the court outside the pivot area, causing the interruption of play and consequent throw-in awarded to the defending team. Anyone who touches the ball first commits an infringement: the referee will blow the whistle to stop play and award the throw-in to the opposing team. If the ball touches the ground directly outside the field of play, the throw-in will be awarded to the defending team.

The number of players who can stand around the area while the pivot is shooting is two per team. The pivot who is shooting does not count, while the player who brought the ball to role 2 in all its declinations is allowed to support the pivot during the gesture of the shot to compensate for any instability of the shooter, as long as the tutor remains with his feet outside the area (with the exception of the tutor of the 2T and the tutor of a pivot with distance derogation) and that it does not directly affect the dynamics of the shot. The tutor is also allowed to direct the pivot towards the rebound after the latter has pulled through a slight physical stimulus, but not to participate in the rebound.

No player will stand behind these rebound players (in the 1 m radius cylinder), while these players will place both feet by the line, never placing a leg behind or crossing their legs with those of another rebounder. Rebounders must position themselves with their feet positioned no wider than their shoulder width, so they cannot widen their leg's compasses to take up more rebound space.

After reminding the players to respect the rule, the referee can decide to annul the basket if the teams do not respect the rule. If the pivot does not score and the opposite team does not respect the rule, the pivot can repeat the shot. If the team who attacks does not respect the rule, the game restarts with a throw-in for the team who defends.

In the event of a loose ball caroming in the hand of the 2T Role, any teammate can act as a Tutor.

As for the 2P Role (see Annex A: The Classification of Roles in Baskin in force) the dynamics of the shooting action are as follows: the Tutor enters the area and goes to the base of the side basket to deposit the game ball and retrieve the personal ball of the 2P role which is already on the base of the side basket.

When the Tutor enters the area, Role 2P can go and position himself for the shot according to the criteria of Role 2 and once he reaches the shooting position the Tutor gives him the personal ball.

There is no rebound phase.

The game resumes with a throw-in for the opposing team.

The counting of time during the shooting action and anything not specified here follows the rules provided for Role 2. However, the 2 dribbles before the shot must not be performed.

The player remains entitled to use the other exceptions provided for by the Regulations (time, distance, basket) subject to communication and acceptance by the reference local commission.

The tutor must not commit the infractions required by his role until the ball is changed. The exit from the field of the player and/or the playing ball to take the smallest ball to give to the pivot and any infractions of steps or double dribbling that occurred after the ball change (if provided for the role) will not be sanctioned.

The players with role 2T, 2P and 2R must be marked on the report. When a player with Role 2R is on the court his/her presence will be signaled by a sign hanging from the side basket frame. It is also suggested that the presence of 2T Role and 2P Role in the court is signaled (possibly with a signal equal to that of the 2R). The roles 2, 2T, 2R must make their shot avoiding to step on the line that delimits the area from which they must throw. Once the ball has left the shooter's hand, they can also land either on the line or inside the area.

Role 2, 2T or 2R players who retrieve the ball from a rebound (or loose ball) may shoot if the rebound (or loose ball) was not immediately consequent to their shot.

No Role 1 or Role 2 player with the various variations (1S, 2R, 2T, 2P) can intercept the ball outside the side area. Only for Role 2T "physical" help can be given during movement and positioning by the Tutor, the other Roles 2, 2R, 2P must not be "physically assisted" by the tutors under penalty of cancellation of any basket and delivery of the ball to the opponent.

The players with **role n. 3** can shoot at the high side baskets from out of the area or at the regular baskets. When they start to run, they must perform at least one dribble every 3 steps during the run itself (the dribble if done on site, before starting to run, is not counted as such). Small movements, performed in any number as long as they are within a cylinder with a radius of 1 meter around the starting position, with the ball in hand performed without running before a shot or a pass do not require the obligation of the dribble mentioned above. If a role 3 receives the ball in the 3-second area, he/she may move and run without dribbling as long as he/she remains within that area. If a role 3 receives the ball inside the three-second area and then comes out with both feet, if he wants to return in the area, he must make a dribble (inside or outside the area) for the return to be valid. If he takes two steps he can pass the ball without dribbling, if he takes three, he must make a dribble before making the pass.



Any shot (or pass) made without the above-mentioned dribble is punished with a violation and a throw-in accorded to the opposing team, and the cancellation of any basket scored during the action.

The Role 3 player can shoot at the side basket without **dribbling** if he receives the pass from a Role 2 player who has taken the rebound on his own wrong shot or if the Role 3 player has himself taken the rebound on the Role 2 player's wrong shot. The only player who can defend on a role 3 is another role 3. Every basket at the high side basket is worth two points (shot from out of the area), every basket at the regular basket is worth 3 points if it is scored after receiving the ball with both feet outside the restricted area (otherwise it is worth 2 points if he also receives with only one foot inside or catches a rebound or loose ball also with only one foot inside). The Role 3 can still come out of the area while respecting the dribbling rules, and if he goes to the basket after coming out with both feet the basket is worth 3 points. Every foul while a player is shooting is punished with 2 or 3 free shots, based on which basket he was shooting at and of the situation (ball receiving area). Players with role 3 can commit traveling or double dribble.

Also, players with role 4 and 5 cannot defend on players with role 3 at any time of the game (illegal defense). They must stand at least at an arm's distance from the player with role 3 and they cannot steal him the basketball. In case of rebound, however, this rule does not count.

Before the Role 3 free throws at the side basket are taken, the referee must secure the Role 1 or Role 2 players on the court by positioning them to the side of the side basket at the farthest point in the area (intersection of semicircular line and side straight line) to prevent the ball from hitting them. In case of a mistake on the extra free throw and on the second free throw there is no rebound but it is resumed with a lateral throw-in as on the Role 1 pivots' shots because before the throw-in it is necessary to have the pivots repositioned in the lateral area, an operation that must be done while the game is stopped.

When throwing in the side basket roles 3 must make their shot so that they do not step on the line that delimits the area. Once the ball has left the shooter's hand, they can also land either on the line or inside the area. In case of scored basket, the time must be stopped.

When roles 3 are throwing a free shot at the traditional basket (3.05 m) they must perform their shot so that the free throw line is not stepped on. Once the ball has left the shooter's hand, they can also land either on the line or inside the area.

If the role 3 brings the ball to the pivot in the side area he must take **at least one dribble outside the area** before going inside and delivering the ball to the pivot; if he is inside the 70 cm dotted line he can take only one dribble. Failure to do so will cause the action to be



cancelled, the pivot cannot shoot and the ball must be handed over to the opposing team for a throw-in in the defensive zone.

The players with **role n. 4** must shoot only at the regular baskets and they must run dribbling. Players with role 4 can defend on other players with role 4. Every basket is worth 2 or 3 points, depending on where the shot started, if inside the three points area or outside. They cannot commit traveling and double dribble, but they can commit traveling on the first step. Every basket made from a layup does not count and the basketball goes to the opposite team. Before shooting, the player must make a stop even at two times.

Players with role 5 cannot defend on players with role 4 at any moment of the game (illegal defense).

They must stay at least an arm's distance from the player with role 4. The only players who can defend on a player with role 4 are other players with role 3 and 4. In case of rebound this rule does not apply.

When making a free throw, roles 4 must perform their shot so that they do not step on the line of the free throw, not even after the ball has left the shooter's hand. Once the ball has touched the basket, they can step on the free throw line to bounce.

When roles 4 are making a 3-point shot, they must perform their shot so that they do not step on the line of the three points. Once the ball has left the shooter's hand, they can also land either on the line or inside the area. If the line is stepped on or crossed before the ball leaves the hand and the shot is made, the basket will be validated by 2 points.

The players with role 5 must shoot at the regular baskets; they can defend only on other players with role 5. Basketball rules apply for them and they can shoot only three times per period. Every basket is worth 2 or 3 points based on where the shot started, inside or outside the three points area. They can commit traveling or double dribble. The shot counts as one of the shots even if there is a foul on the player who is shooting. The shot does not count as one of the shots if the player commits traveling or double dribble before the shot.

If the player with role 5 shoots for the fourth time, the game must stop and the basketball goes to the opposite team for a throw-in. Any foul before the shot must be marked on the report and the basketball goes to the team who suffered the foul. In that case, there are not free shots because the action could not have ended with the shot. The same rule applies when a player with role 4 suffers a foul during a layup or a role 3 suffers a foul while he is shooting before making the two dribbles.



When roles 5 are making a free throw, they must perform their shot so that the line of free throw is not stepped on, not even after the ball has left the shooter's hand. Once the ball has touched the basket, they can cross the free throw line to go to bounce. When roles 5 are making a 3-point shot, they must perform their shot so that the three-point line is not stepped on. Once the ball has left the shooter's hand, they can also land either on the line or inside the area. If the line is stepped on or crossed before the ball leaves the hand and the shot is made, the basket will be validated by 2 points.

Every player must tutor (help, take care of...) one of his teammates with role 1,2,3, guiding, helping and supporting him when he is in possession of the ball.

Also:

The player who brings the ball to the player with role 1 must also place his teammate in front of the basket, give him a different ball if needed, pick up the ball for the second shot and place the teammate facing the game after the shots. The game restarts only after the player with role 1 is watching the game again.

Rule 1 – Players on the court

Every team must have (until there are enough players without fouls on the bench, see rule 7) one pivot, one player with Role 3 and at least two players with role 5 on the court. The sum of the digits showing the role cannot be higher than 23. If the referee, or the table, or the opposite team notice that the sum is higher than 23, the game restarts with 2 free shots at the regular basket and the ball goes to the opposite team. There must be at least one woman and one man among the players with role 4 and 5. **If three Role 5 players are deployed, gender presence (i.e., there must be both a male and a female player in that role) and the presence of a Role 1 or 1S on the field must be ensured.**

Women players with Role 5 during a layup and shots cannot be obstructed by a man with Role 5 (he must keep his arms down while she is shooting). This violation is punished like an illegal defense (with two free throws and the basketball to the opposite team). Any other player can defend on the woman player with role 5. In any other period of the game, a man with role 5 can defend on a woman with role 5. In case a team does not have at least 2 players with role 5 or women players with role 4 or 5, or one player with role 3, because of fouls or injuries, the game goes on, but the team must play with less players. The number of players must be equal to the number of players who cannot play. With only 3 players on the court, the team loses the game.

Every team will have at least one player of Role 4 on the report.

A maximum of four role 5 players can be registered on the scoresheet, being those of the same sex. Any fifth role 5 on the scoresheet must be of a different sex.

All players on the scoresheet must take the field at least once in the first two quarters of the game and at least once in the second two quarters, if this does not happen the team will be sanctioned with a 40-0 defeat. Reporters will be able to give indications in this regard, but it is not their obligation.

It is expected that only one member on the scoresheet can be stationed near the side area to exercise a necessary control action with some Roles 2, 2T, 2R, 2P if they were to leave the field. In no case will he be able to help during a game action, nor enter the field, where the control action is the responsibility of his teammates.

Rule 2 – Substitutions

The substitutions are free, but the sum of the roles on the court cannot be higher than 23. Time stops during substitutions. The rule for the request of a substitution is the same as the basketball rule. The only difference is that it is possible to have a substitution also after a score at the side baskets, but never before, not even if there is a whistle during the act of carrying the ball to the pivot.

In case after a substitution there are not two players with the same role on the court, the rule does not change: the player with the lower role can defend on the player with the higher role, but not vice versa.

Rule 3 – Beginning of the game

The game starts with a jump ball between roles 5 in midcourt. The side basket to attack is on the right of the player who jumps.

Rule 4 – Throw-in

On any throw-in, the defender must stay one meter from the player with the basketball. There are two possibilities for a throw-in:

- Roles 4 and 5 can dribble to give the basketball (they only have 10 seconds) to a role 1, 2 or 3 (carrier); the role 4 or 5, starting from a dribble, must make the first dribble inside the game court.
- Roles 3, 4 and 5 can pass the basketball to a teammate. They have 5 seconds from the moment they receive the basketball.

The defender can stand near the side area to protect it.

The ball cannot be passed to the throw-in 'pivot'.



After the player with role 1 shoots (once or twice), the game restarts with a throw-in for the opposite team, outside the side area, on the side of the court where the team defends.

Rule 5 – Side areas

Roles 3, 4 and 5 cannot enter the area (radius 3 meters) that delimits the side baskets except to deliver the ball to roles 1 or 2 and possibly change it with another different one, position the teammate and exit immediately after, except for the tutor of role 2T or for the tutor of a pivot with distance derogation who can remain inside the area even after positioning. To enter they must make at least one dribble outside the side area. The defender must stay out of the area. If the defender enters the area, even with just one foot, while he is trying to defend, the basketball goes to the pivot (violation of invasion).

The actual time of the game and the count of the referee start again when, after the referee has handed the ball to the tutor, he bounces the basketball inside the side area.

The same applies in case of foul inside the area.

The roles 3, 4 and 5 can take the rebound from out of the area, but if they fall inside the area, even without the basketball, they commit a violation. During an action the players can run through the side areas only without the basketball and when the game is far away. (The referee will decide if the distance is far enough not to affect the outcome of the game) Every violation of this rule is punished with a throw-in for the opposite team.

If the ball lies in the side area and cannot be recovered, the referee, after waiting 5 seconds, whistles ball contention to be carried out in the middle of the court if the pivot on the court is a role 2, while if the pivot on the court is a role 1 he will have a shot chance (see Role 1 and loose ball in his area).

Rule 6 – Duration of the game actions.

Every team has unlimited seconds to finish the action to the basket in the first 3 times. In the fourth time and any additional, every team has 30 seconds' time to finish the action to the basket.

The count is entrusted to the referee.

Rule 7 – Fouls

A player can commit maximum 5 fouls. Any foul during a shot is punished with 2 or 3 free throws at the basket where the player was shooting. Any other foul is punished with a throw-in for the opposite team.



When a player suffers a foul while he is bringing the basketball to the pivot (he is in the traced area around the side area), the pivot can shoot according to the rules of his role. Traced area means a circular area 70 cm wide marked by a dashed line.

Every foul suffered by a role 5 in the last 2 minutes of the game (4th period and during overtimes) is punished with 2 free shots.

If a player with role 5 suffers a foul while he is shooting outside the three points area, he has three free shots.

Any illegal defense committed by a role 4 or 5 is marked on the report with the letter "L". Also running along with a lower role number is considered illegal defense, even if the player is neither defending on him, nor entering his 1 m radius cylinder. The roles 4 and 5 can avoid the illegal defense only by being already in position and standing still.

The female role 5 during layups and shooting action in general cannot be countered by a male role 5 player (he must stand with his hands aligned with the body during the aforementioned phases). In the event of an infringement, this must be sanctioned as an illegal defense on a lower number role (2 free throws plus possession of the ball for those who suffer the infringement). The female role 5 can instead be countered by any other male or female player. In all other phases of the game, the female role 5 can also be guarded by the male role 5.

In the same way, the female role 4, during layups and shooting actions in general, cannot be countered by a male role 4 who will have to defend with his arms aligned with the body. Role 4 female and role 5 female can be countered at shooting or entering with the arms high from role 3. Role 5 female can also be countered with high arms by role 4 male. In the event of an infringement, this must be sanctioned as an illegal defense on a lower number role (2 free throws plus ball possession for those who suffer the infringement).

When a player calls the ball for a pass to an opposing player, he should be sanctioned with a technical foul.

In the event of a Technical Foul, any player of any position can go and shoot using his own shooting mode, although obviously the basket scored will still be worth 1 point. If the player has role 3, he can choose which basket (high or lateral-high) to shoot the free throw in.

Rule 8 – Defensive aids and “Offensive aids”

Players with the same role can help each other with the defense. When a player defends on a lower role number, that is a violation (it is a foul marked on the report with the letter "L" and it counts as one of the 5 "L" fouls) punished with two free throws and a throw-in for the opposite team.

The same applies to offensive aids.



“Offensive aid” means to voluntarily prevent with one's body the lower role defender from performing his defensive task (for example, but not solely, setting a screen).

If the player who suffers the illegal defense is a role 3, he shoots the 2 free throws at the high side basket from the traced line (where the role 2R shoots).

If the payer takes the rebound or he picks up the basketball, that is not a violation of defense aid.

Rule 9 – Number of shots

The players with role 5 can shoot only 3 times per period. Every shot from outside the three points area is worth 3 points, while roles 1, 2, 3, 4 can score³ maximum 3 times per period. If a role 3 or role 4 player suffers a foul during a shot, he can shoot the free throws with no reduction on the bonus of the free throws. The free throws give a score. If the free throws are performed to sanction illegal defense, they do not reduce the bonus available, the same goes for the self-basket.

Every shot by a role 5 or every basket shot by roles 1, 2, 3, 4 is marked on the shot column of the report (similar to the basketball report, slightly modified and enclosed hereafter).

Rule 10 – Other differences from basketball

Backcourt violation does not exist; there are not: a maximum number of seconds to cross the half court, the 3 seconds violation, the bonus for fouls. The jump ball exists, always to be performed at the center of the court. Each team has n. 1 time out per quarter of game and one for each additional time. **Uncalled timeouts can be used in subsequent quarters in the following way: if the timeout is not called in the first quarter, it can be called in the second, if the timeout is not called in the third quarter, it can be called in the fourth quarter. No other types of accumulation are possible other than those indicated. There is no throw-in in the attack phase out of a time out.**

³ This is not a new revision, but a clarification of the translation that could lead to a possible misunderstanding: players in role 5 can only shoot at the basket three times, while players in other roles can continue shooting until they score three baskets.

Exceptions from the Regulation and special situations

Pivot roles (1S, 1, 2T, 2, 2R) may avail themselves of the right to use exceptions to the Regulation in the event that, despite the rules laid down for the post held, they fail to execute the shooting action.

Any exceptions granted, even a single one, exclude the possibility of shooting from three points for the applicant athlete. They can still make a three-point shot but if they make the basket, it will always have a value of two points.

Exceptions should be indicated on the R list and on the game report in the dedicated area.

The exceptions that may be requested are of three types that can be added together:

- Time Exception: Players classified as Roles 1S, 1, 2, 2T, 2R that do not succeed in concluding the action of shooting in the time set from the regulation can require a maximum shooting time increase of 5 seconds.
- Space Exception: Players classified as 2T, 2, 2R Roles who fail to make the shot from the distance provided by their role may request a shot line advance. The distance shall be consistent with the strength possessed by the player.
- Basket Exception: Players classified as Roles 2, 2T, 2R who due to anatomical and/or functional impediments cannot direct the ball to the basket placed at 2,20 m even with the use of the exceptions of "space and/or time", may request the "Basket exception" to use the basket placed at 1,10 m. This exception can be granted only after the local technical commission, after analyzing the situation, allows its application.

Ball change is not considered an exception and is only granted to Roles 1S and 1 only in cases where they cannot shoot using the game ball. The choice of the ball to be used must be proportionate to the functionality of the player who requires it.

For all situations and special needs not provided for by the regulation there is the possibility to develop exceptions experimentally with the aim of including players who are unable to perform the shooting action even taking advantage of the exceptions described above. For these situations and special needs, it is mandatory to contact your Local Technical Commission which, after consulting with the National Technical Commission and having the approval, has the opportunity, if necessary, to define and apply exceptions on an experimental basis.

The National Technical Commission reserves a maximum of 15 days from the consultation to express itself on the matter.

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