

## **Les Parisiennes 2016**

### *Sports Rules*

### **Common Rules for the 4 sports**

#### Lateness of a Team

The organization reserves the right to withdraw a team in case of excessive lateness. The validity of the reason of a lateness will be determined by the organization.

#### Fair-play rule

A fair-play award can make the final decision on their ranking, according to the following scale:

- A yellow card is worth 1 point.
- A red card resulting from two yellow cards is worth 2 points.
- A red card is worth 3 points.

In the event of a final ranking decision by the fair-play award, the team with the less points wins.

The organization reserves the right to exclude a player or responsible for the rest of the tournament for particularly inappropriate behaviour.

### **Basketball rules**

The rules in force for the tournament 'Les Parisiennes de Sciences Po' are those specified by the French Federation of Basketball on the 1<sup>st</sup> of January of the current year, except for the following specific points. The regulation is the same for men's and women's tournaments.

#### Foul play

The referee can call for a yellow or a red card, as provided by the French Federation of Volleyball's regulation by the 1<sup>st</sup> of January of the on-going year.

#### Number of players and Substitutions

A team can register a maximum of 12 players on one game sheet. The number of substitutions is unlimited during a game. Substitutions must be done in pairs: in order to switch, the replacement player must already be on the court when the replaced player gets off it. A missing player at the beginning of the game, but registered on the game sheet will be allowed to join an on-going game, with the agreement of the referee.

Each game will be played by teams of maximum 5 players. In order for a game to start, each team must have at least 4 players on court, in their proper outfit and ready to play at the scheduled time of the game. A team which does not fully respect these rules by the time the game starts can be forfeited.

### Court and Duration

Basketball games will be held on standard courts (28 meters long and 15 meters wide).

Pool games and playoff games are of the same duration: two halves of 10 minutes each are scheduled, with a 3-minute half-time break. Time is counted down. Each team shall be granted a 1-minute timeout per half. Four personal fouls are tolerated per player.

For the ranking game and the little final, 2x12 minutes are scheduled with a 3-minute half-time break (after the 16<sup>th</sup> minute). Each team shall be granted a 1-minute timeout per half (not per quarter). Four personal fouls per player are tolerated.

For the final, the game will last 2x15 minutes with a 1-minute timeout between each quarter and a 5-minute half-time break. Time is counted down. Each team shall be granted a 1-minute timeout per half (not per quarter). Five personal fouls per player are tolerated.

### Games and ranking

A victory is worth 3 points, a draw 2 points for each team, and a defeat will be granted 1 point. In the event of the forfeit of a team, the team in question will be marked as defeated by twenty points down, and shall be granted no point. 3 points shall go to the other team.

- **Pools stage**

All 6 teams participating to the tournament will be assigned a number between 1 and 6. Teams shall then be sorted into two different pools (A & B). The games within these pools shall be held in the following order:

Pool A: Team 1-Team 3 ; Team 2-Team 3 ; Team 1-Team 2.

Pool B: Team 4-Team 6 ; Team 5-Team 6 ; Team 4-Team 5.

At the end of the pools phase, if two teams have the same number of points, they shall be classified according to the following criteria, in the following order of priority:

1. Specific goal average (result of the game between the two concerned teams)
1. General goal average (difference between points won and points lost)
2. Best offense
3. Fair-play award
4. Decision taken by drawing lots

- **Playoffs**

The playoff games are organized according to the pool table

1<sup>st</sup> Pool A - 2<sup>nd</sup> Pool B

1<sup>st</sup> Pool B - 2<sup>nd</sup> Pool A

3<sup>rd</sup> Pool A - 3<sup>rd</sup> Pool B

The points system is the same as that of the pool stage, with the exception that there is no draw.

In case of a draw at the end of a playoff game, the winner is directly determined by kicks from the penalty mark, according to the « best of five attempts » rule. If a winner cannot be determined at the end of these attempts, the kicks continue according to the « sudden death » rule. The game stops when a team succeeds the score while the other team fails.

The points received during the playoff games are added to those received during the pool stage games. At the end of the playoff games, if two teams or more have the same amount of points, the order will be established according to the following criteria, in order of priority:

1. Specific goal average (result of the game between the two concerned teams)
5. General goal average (difference between points won and points lost)
6. Best offense
7. Fair-play award
8. Decision taken by drawing lots

The two teams with the most points are qualified for the final. The two following teams play for third place. The two teams with the least points play for fifth place.

- **Final, little final, ranking game**

At the end of the playoff games, the total number of points gained by each team will constitute the ranking for the final phase games:

- Ranking game: 5<sup>th</sup>-6<sup>th</sup>
- Little final: 3<sup>rd</sup>-4<sup>th</sup>
- Final: 1<sup>st</sup>-2<sup>nd</sup>

The « points system » is the same as the one applied previously.

There is no draw possible in the final phase.

For the final phase games, a draw after regulation shall be extended by an overtime. If the score is still a draw, there will be a free-throw contest.

Overtime: 2x2 minutes for the ranking game and little final, 2x5 minutes for the final with a 1-minute half-time break. Time is not clock stopping. Each team will be granted a 1-minute timeout per half. Personal foul calculation shall follow on the basis of fouls committed during regular time.

At the end of the overtime period, if there is still a draw, a free-throw contest will be organized. Each team shall have five attempts. The team which scores the most points out of these five attempts is declared the winner. In the event of a draw, a “sudden death” shall follow: the two teams continue to shoot until one team misses a free-throw whilst the other team scores.

- **Offensive bonus**

In the event of a team winning a game by more than 30 points, the concerned team shall be awarded 1 offensive bonus point in addition to the three points awarded for its victory.