



Tournament Rules

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation in the tournament.

Prior to the Game

Each team must have three to four players on its roster. Additions and/or changes to any roster must be approved prior to the start of a team's first game of the event. No substitutions are allowed once a team's roster of four players has been filled. A player is allowed to participate for only one team for the duration of the tournament. THE TEAM CAPTAIN WILL REPRESENT HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES.

All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with less.

A coin flip prior to the start of the game will determine which team has the initial possession.

Throw In/Starting Play:

The ball must be thrown (not dribbled) in from the check box at the rear of the court.

First Violation: Warning from the referee.

Second Violation: Change of possession.

After the Game:

The captain of the winning team should obtain the score sheet from the referee and deliver this score sheet to the Master Scorekeeper. THE MASTER SCOREBOARD CONTAINS THE OFFICIAL SCHEDULE FOR THE TOURNAMENT. AFTER EACH GAME, EACH TEAM MUST CHECK THE MASTER SCOREBOARD FOR FUTURE SCHEDULING AND INFORMATION.

Length of Games:

First team to score 10 points, or 20 minutes, Championship Games in each division: No Time Limit. The referee may institute a time limit in the championship game prior to or during the game.

Overtime:

If the score is tied at the end of 20 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first team to score 2 points in the overtime period.

No Make It Take It:

The ball changes possession after each scored basket.

Stalling:

No stalling is allowed. The referee may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

Jump Balls:

All jump balls become the possession of the defensive team.

Time Outs:

Each team is allowed three 45-second time-outs per game. The game does not stop during any time-outs. NO time-outs are permitted in the last three minutes of the game.

Taking It Back:

When in play, the ball must be "taken back" on each change of possession. "Taking it back" means BOTH feet must be behind three-point arc. Failure to "take it back" is a violation.

First Violation: Warning from the referee.

Each Individual Violation: Change of Possession.

Scoring

Baskets made from anywhere on the court will count as one point.

Free Throws

Free throws count as one point. When fouled in the act of shooting, One free throw will be awarded to the fouled shooter only when the basket was not made (see foul section). All free throws are dead balls. Regardless of whether the free throw(s) are made, the opposing team checks the ball from the check box. The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower. All other players will remain behind the three point arc while the free throw attempt is being made.

Fouls

Any time a basket is MADE and a foul is called:

- The basket counts.
- The referee or team representative records the foul.
- Defending team receives the ball.

Personal Fouls

The referee will record each personal foul. Each team member is allowed four personal fouls. Upon receiving the fourth personal foul, the player is disqualified. If a player is fouled in the act of shooting and a basket is not made, player must attempt one free throw.

RECORDED TEAM FOUL # RESULT (for team that was fouled)

Team Fouls 1 through 8 Check ball from check box, unless fouled in the act of shooting (see above)

Team Fouls 8+ One free throw

All intentional fouls will be called by the referee and result in one free throw for the player fouled AND his/her team retains possession and checks the ball at the check box. An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, contact away from the ball, or when not playing the ball. It may or may not be premeditated and is not based on the severity of the act. Flagrant fouls or continuous misconduct will result in team forfeiture and team dismissal from the tournament. A flagrant foul may be a personal technical foul of violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kneeling, etc. If technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct.

Basketball Goal Information

The ball is out of bounds if it:

- Passes over the top edge of the backboard or touches the back side of the backboard
- Touches the arms attached to the back of the backboard.

The ball remains in play if the ball:

- Touches the bottom edge or one of the side edges of the backboard
- Touches the top edge of the backboard but does not pass over the top edge of the backboard

Tournament Administration

Tournament Administrator reserves the right to disqualify any team for infractions of the following policies:

Use of illegal players.

Unnecessary vulgarity or abusive conduct.