

# Rules & Regulations

## SPORTSMANSHIP POLICY

Good sportsmanship and cooperation is both anticipated and expected. The team captain or designated coach, if applicable, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to the court monitor. Poor sportsmanship may result in penalties against the team, such as a Technical, Intentional or Flagrant foul. Failure to comply with the Sportsmanship Policy, with acts such as fighting, taunting, intimidating or verbally attacking a tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament. Additional suspension for such acts will be determined by event organizers on a case by case basis. Decisions made by tournament officials are final and are not subject to review by video, other recordings or other sources.

1. Who Can Play

The tournament is open to all adult players. A player may NOT participate on multiple teams within the same bracket.

2. Number of Players

Each team must have a minimum of 3 players and may consist of a maximum of 5 players. A team shall have no more than 3 players on the court at any time. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may finish the game.

3. Eligibility Issues

All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in the tournament and the potential effects on their eligibility. Event organizers are not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

4. Bracket Types

The tournament will consist of the following Divisions:

-Adult Men's Divisions (Ages 18-49 and 50 & Over)-

-All-Star Division (for each age group): For those wishing to compete on a competitive level

-Rookie Division (for each age group): For those wishing to compete on a more laid back, lower skill level

-Adult Women's Division (Ages 18 & Over)

*Disclaimer:* Age groups and/or divisions may be combined depending on how many teams sign up for each

5. Basket Height/4 Point Square

The basket height will be 10 feet in all brackets. The distance for the 2-point arc will be 19 feet. The distance for the 4-point squares will be 30 feet.

6. Basketball Size

The intermediate size ball will be used in all female brackets and all male brackets will use the full size ball.

7. Fouls

Basketball officials will call fouls for all games. All called fouls shall result in at least one free throw shot, except on a successful field goal, in which case the basket counts and no free throw shot is awarded, and except for Intentional, Flagrant or Technical fouls, which result in an automatic one point award. If the fouled player is in the “act of shooting” a two point shot, which is missed, that player will be awarded two free throw shots. However, a basket shall not count when an offensive foul occurs. During a free throw, opposing team players may not intentionally disrupt the shooter’s unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed. After the last free throw shot, the ball will be placed into play from the backcourt line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage.

A. Intentional Fouls

An intentional foul is a foul designed to neutralize an opponent’s obvious advantageous position. It is a foul which, based on the basketball official’s observation of the act, is not a legitimate attempt to directly play the ball.

A foul shall also be ruled intentional, based on the basketball official’s observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one point for the offended team and possession of the ball.

B. Technical Fouls

A technical foul will be called for unsportsmanlike acts such as taunting, baiting or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults a basketball official, court marshal or other tournament official shall be automatically ejected from the game and for the remainder of the current tournament. Additional suspension for such acts will be determined by event organizers on a case by case basis. The basketball official may also assess a technical foul if he/she determines the team is stalling in the interest of preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball.

B. Flagrant Fouls

A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeing, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to

the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, aggressive or abusive. A flagrant foul results in one point for the offended team and possession of the ball. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament.

D. Elite Division Fouls In addition to the other fouls detailed within these Rules & Regulations, in the Elite Division only, team fouls will be counted each game. Team fouls 1 through 6 will result in normal sanctions. Beginning with team foul number 7, all fouls will result in two free throws, unless the basket associated with the foul was made, in which case the basket will count and no free throws will occur and except where the foul results in an automatic one point award.

8. Stalling

Stalling is prohibited at all times. Stalling involves a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team (See Rule 7.B).

9. Which Team Receives the Ball First?

A coin toss prior to each game and to start overtime determines which team first gets the ball.

10. Scoring

Baskets made from inside the two-point arc count for one point. Baskets made from outside the two-point arc count for two points. Similar to the BIG3, there are three "four-point zones" on a square 30 feet away from the basket. One is on the midline of the court; the other two are 40 degrees away from the midline. To score four points, a player's foot must be touching any part of a circle. The first team to 20 points within the 25-minute time limit is the winner. There is no winning score beyond 20 points. There is NO "win by 2" rule. If neither team reaches 20 points in a timed game, see Rule 11 for further proceedings.

11. Length of Play / Overtime

The first team to reach 20 points within 25 minutes of play is declared the winner. The team that reaches 20 points does not need to have a winning margin of 2 points or greater. The 25-minute clock is stopped during team timeouts and if the court monitor stops play for a player injury or other unusual circumstance. In all situations, the court monitor shall declare a technical foul if it is determined that a team is intentionally stalling to run out the clock. If neither team has reached a score of 20 points, the court monitor shall stop the game after 25 minutes of play. At this point, if a team has a lead of 2 or more points, that team is the winner. If neither team has at least a 2 point advantage, the sudden death rule must be activated. In sudden death overtime, the first team to score wins. A coin toss will determine possession.

12. Change of Possession

The ball must change possession after scored baskets and after all free throw attempts with the exception of a Technical, Intentional or Flagrant foul (See Rule 7). There is no “make it, take it” rule.

13. Checked Ball

The ball must be “checked” by an opposing player before it is put into play. The check-in must occur behind the dashed take back line and not the out of bounds or end line. The ball must be passed to begin play. The pass may occur anywhere on the court, but the on-ball defender must remain behind the two-point arc.

14. Taking It Back

The ball will be “taken back” on each change of possession, regardless of whether or not a shot was attempted. Failure to “take it back” results in loss of possession and any points just scored. When taking the ball back, the player must bring his/her whole body and the ball behind the two-point arc.

15. Ball Out-of-Bounds

A ball out-of-bounds will be taken out from the backcourt line.

16. Boundaries

The basket structure, padding and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides shall be considered out-of-bounds.

17. Jump Ball

In a jump ball situation, the ball will first go to the team which lost the opening coin toss, with alternating possessions thereafter.

18. Substitutions

Substitutions may only be made during a timeout or a “dead ball” situation.

19. Timeout

Each team is allowed a single one-minute timeout per game. The clock will stop during a timeout.

20. Player Injury

A court monitor has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. If it is believed that a player has lost consciousness during a game, or is severely injured, event organizers may require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the tournament.

21. Game Times

All games will start ON TIME! Get to your court at least 15-20 minutes prior to game start time.

22. Use of Illegal Players

The players listed on the roster submitted in the team registration process, accepted by event organizers, are the only players eligible for play on that team. Player changes submitted on an authorized "Player Change Form", and accepted by the event organizers, must be completed and approved by 8:00 A.M. the first day of the league. **Under no circumstances will roster substitutions be allowed after the tournament begins.** If a team uses a player not properly registered, that team will be forced to forfeit that game. Before the beginning of each game, every player must sign the Official Scoresheet.

23. False Information

Information provided during team registration or on an accepted "Player Change Form" is the basis for placement in divisions and brackets. It is expected to be both accurate and complete. Players and teams providing false, misleading or inaccurate information may be disqualified from the tournament.

THE FINE PRINT

Event organizers and designated tournament officials shall have the power to make all decisions on any points not specifically covered in the Rules & Regulations and shall have the sole authority to interpret the intent and purpose of these Rules & Regulations. Event organizers and designated tournament officials reserve the right to disqualify any player and/or team for infractions of tournament rules and policies.