

# TOURNAMENT RULES

## CONDUCT OF PLAYERS AND PARENTS

- No coaching. Cheering, however, is encouraged. A parent may help with substitutions, especially in the younger divisions.
- No swearing, taunting, or other inappropriate verbal or physical behavior. Unsportsmanlike play may result in: 1) warning; 2) 2-minute sitting out (ref discretion); and/or 3) ejection from the game or the tournament.
- At the end of games, it is good sportsmanship to shake hands with your opponents.
- Help to keep the facility clean. Please, pick up your garbage.

## PLAYERS

- All players need completed liability waivers signed by a parent on file in order to participate.
- Only registered and rostered players may play on your team.
- Teams will play in the division of their oldest player.
- In the case of injury, ejection, or missing player, a team may play with 2 players. It's opponent will play with 3.

## TIME

- Games are 18-minute running time.
- In games within six points, the clock will stop under 30 seconds. The clock will stop after a made basket, foul, or violation. The clock will restart following the completion of a check, or once the ball is touched following a missed free throw.

## OVERTIME

- In all rounds other than a championship game, overtime will be decided by free throws. Each team will select three shooters, and shooting alternately, complete their shots. The team with the most makes is the winner. In the case of a tie, the same three players will determine the winner with a sudden death free throw shootout.
- Championship games will be determined by a 2-minute overtime period. The overtime clock will be running time up until 30 seconds remaining. If the game is still within 6 points, it will be stop time for the remainder of the game.
- If teams are still tied after the 2-minute overtime, the free-throw procedure will be followed. (3 free throws per team, followed by sudden death if needed.)

### SEEDING FOR BRACKET PLAY

- All teams will play 2 pool play games. Seedings will be determined by 1) overall record; 2) head-to-head; 3) average point differential in pool play games; 4) average points given up in pool play games.
- For four-team brackets, each team will play the other three opponents. The top two teams will then play each other in the championship game. Seedings will be determined by the criteria above.
- Seeds will be determined within each pool and will be placed in the bracket accordingly.

### UNIFORMS

- Teams not wearing tournament shirts must be wearing like-colored jerseys or shirts.
- If two teams are wearing similar colored jerseys or shirts, one team will wear pinnies. The team wearing tournament shirts will not wear pinnies. "Paper, rock, scissors" will determine which team has the choice of wearing the pinnies or not.

### GAME PLAY

- Scoring: 2 points per basket inside the arc. 3 points per basket outside the arc.
- Free throws: One shot will be given to a player who is fouled in the act of shooting. A free throw is worth 2 points (\*3 points for a 3-pointer, 1 point after any made basket). Players should line up per regular foul shot attempt. A missed free throw is a live ball (unless it is an airball).
- Bonus free throws: Team fouls will be charted. After 5 team fouls, the other team is in a bonus situation. One shot will be given to the fouled player. The free throw is worth 2 points.
- Intentional fouls: Intentional fouls (no matter the time of the game) will result in 2 points PLUS the ball. If unnecessary or excessive fouls occur, the ref may impose a technical foul (2 points plus the ball).
- Players have 6 seconds to shoot a free throw once the teams are lined up.
- There are no time-outs.
- Following a made basket or dead ball, the other team can check the ball in anywhere behind the arc.
- Both feet and the ball must go outside of the 3-pt line at a change of possession.
- A ball that goes out of bounds under the basket is checked in behind the arc.
- The half-court line is out of bounds.
- Defense gets all jump balls.
- 3 seconds in the lane. Refs will issue reminders. Excessive violations will result in a turnover.
- A defensive rebound must be taken past the arc (this includes airballs).
- There are no "free backs".
- No stalling. There will be a ref's discretion 30-second shot clock. Failure to shoot in a 30-second period will result in loss of possession.
- "Paper, rock, scissors" will determine which team gets the ball first. The ref at each court will monitor "rock, paper, scissors", and ref the game.
- A team representative (1 parent or other adult from each team) will assist in the scoring of the game and running of the clock.