



## **Tournament Rules**

1. Each tournament game will be 20 minutes in length or first team to score 15 points. Whichever scenario occurs first ends the game.
2. The 20-minute game clock is a continuously running clock including timeouts. The clock will only stop during player emergencies.
3. Each team must have a minimum of 3 players and a maximum of 5 players. Each team must select a team captain who will serve as the sole team spokesperson. The team must report to the court at the scheduled time, even if games are “running behind.”
4. All games will be self-officiated by the players in the game only. Fouls, traveling and all other infractions or violations are included. No input will be allowed or be tolerated by non-players. Any questions, complaints or comments should be taken up with the court monitor by the team captain only.
5. The team captain must report to tournament headquarters after each game for updated team information.
6. The tournament headquarters tent will serve as the information center. Game times and all other information will be updated as game results are turned in to tournament headquarters.

## **Player Eligibility**

1. Current college students over 17 with a valid ID will be eligible to participate in the tournament and all other activities associated with the event.
2. Eligibility problems will be addressed from the time of discovery. No replay of games or adjustments will be allowed for previous tournament games and standings involving the team in question.
3. No alcoholic beverages will be allowed on site.
4. Players may appear on only one (1) team for the duration of the tournament. Substitutions will be allowed only due to illness or injury prior to the start of the tournament. Each player must exhibit respect, honesty and integrity at all times when participating in tournament events.

## **Timeouts/Substitutions**

1. Each team will be given two 30-second timeouts per game. The game clock does not stop during timeouts. There will be no timeouts during the overtime period of play.
2. Team substitutions must only occur during timeouts or free-throw attempts. Team substitutions may only be made from extra team players pre-registered to each designated team. Team roster changes will not be permitted once the tournament begins.



## Game Play

1. A coin flip will determine which team has starting possession in all games including overtime.
2. The ball must be thrown in from the top of the court to start play on each change of possession. In addition, an opposing team member must check the ball prior to throwing the ball into play each time.
3. During game play the ball must be “taken back” on each change of possession. Both feet must be behind the designated “take back” line for game play to continue after the change of possession. Any violations of this will result in loss of the possession of the ball.
4. The ball will be considered out of bounds if it passes over the top edge of the backboard or touches the back side of the backboard, mounting brackets or arms. All surfaces on the front side of the backboard including padding under and around the sides of the backboard are considered inbounds. This would include the padding on the front of the basketball system base.

## Scoring

1. Each basket will be 1 point unless the basket is made behind the designated 2-point line. Both feet must be behind the 2-point line to count as 2 points. This means your feet cannot be on the line while attempting the basket. Any violations will result in a 1-point basket.
2. The “red zone” is the box area in front of the basket. An offensive player cannot remain stationary/post up or park in this area for more than 3 seconds at any time. The offensive players must move out of this area completely and then they will be allowed to return. This will prevent offensive players the advantage of parking in the red zone.
3. If the score is tied at the end of regulation time an overtime period will be played. A 5-minute overtime period or first team to score 2 points, which ever occurs first, will be played.

## Fouls

1. Each player will be allowed 3 personal fouls. Court monitors will be responsible for recording fouls. Any player that records a 4<sup>th</sup> foul will be ejected from the remainder of the game.
2. Players will shoot free-throw attempts **only when fouled in the act of shooting and the basket is not made**. The player will be given 1 shot if a 1-point shot was attempted or 2 shots if a 2-point shot was attempted.
3. **Flagrant Fouls**, any fouls done with malicious, rough or overly aggressive behavior will be determined as a flagrant foul. The first violation will result in 1 free-throw attempt and the team will retain possession of the ball. A second violation will result in immediate ejection from the remainder of the tournament for that player.