

RULES & REGULATIONS BASKETBALL

PLAYER REGISTRATION

All players must be registered on their team's registration form before the tournament begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. All players must carry proof of age (player pass, passport, driver's license, school ID or birth certificate). MUST BE CURRENT AND VALID.

ROSTERS & GENDER

All rosters are frozen at check in. No males will be allowed to participate in any female divisions, except co-ed division. Females CAN play in male divisions. Teams should wear matching or clearly distinguishable jerseys. If colors conflict, the designated home/away team may be required to change or wear pinnies.

PLAYERS & SUBSTITUTIONS

TWELVE is the maximum number of players on a team; five court players at one time. Teams playing with more than 12 players during an event will be disqualified. Players may only play on one team per division. Substitutes may occur at any dead ball situation, but players must be called onto the court by the referee and enter and exit at the half-court mark only. Players must already be at the mid-court mark when the dead ball situation first occurs to be called on.

COURT DIMENSIONS

Court dimensions are 74-84 ft long and 42-50 ft wide. (can vary based on facility). Facility specific court markings may apply.

GAME DURATION & OVERTIME

Games will consist of 24 min straight thru with no time stoppage. Pool play games can end in a tie whereas playoff games CAN'T. Overtime will allow for a 1 min break at the end of regulation

followed by overtime play which will be 3 min. If still tied, a free throw shootout with the players currently on the floor will happen to determine the winner. Teams are allowed 2 -30 second time outs per game. Timeouts do NOT carry over to overtime.

SCORING

Win = 3 points Loss = 0 points Tie = 1 point

Forfeits will be scored in a range of 20-0 to 35-0 depending on your age group.

TIEBREAKERS

In pool play, ties between two or more teams will be broken by: 1) head-to-head results between tied teams (2 teams only); 2) basket difference in pool play; 3) fewest baskets against in pool play; 4) baskets scored. If teams are still tied after all tiebreakers, the system will automatically break the tie by system-generated coin flip.

FOULS & PENALTIES

Shooting fouls will result in 2 free throws. Non-shooting fouls may result in a throw-in or free throws depending on team-foul status.

Technical, unsportsmanlike, flagrant, or disqualifying fouls may result in free throws, possession, ejection, or further disciplinary action.

Team fouls…..At 7 team fouls per half (for a one and one) and at 10 fouls per half (two shots).

A player who reaches five personal-foul one a game must leave the game and miss the next game as well.

SPORTSMANSHIP & CONDUCT

- Unsportsmanlike behavior may result in technical or disqualifying fouls.
- Tournament staff and referees have authority to remove players or spectators.
- Abusive language, fighting, threats, or repeated unsportsmanlike conduct may result in technical fouls, ejection, forfeiture, or removal from the venue.
- A team that is not ready to play may forfeit (3 min grace period)

Tournament management has final authority over scheduling, discipline, eligibility, and interpretation of event-specific rules.