## **TOURNAMENT RULES**

- 1. Each team has a maximum of 4 players on the roster, and must be registered as a team prior to April 7<sup>th</sup>.
- 2. Each team will be guaranteed to play a minimum of 3 games.
- 3. Games will be played to 21 points or 15 minutes....whichever comes first
- 4. All games will start together and will last for 15 minutes, followed by a 10 minute break between games. The coin flip will take place prior to the start of the 15 minutes, so be at your court prior to the designated start time. Any team more than 2 minutes late to their court for the start of the 15 mins will forfeit.
- 5. Scoring will take into account normal 3's and 2's
- 6. Players will alternate possessions...NOT MAKE IT TAKE IT
- 7. The ball must be passed in once checked. A player may not shoot without first passing to another player.
- 8. If game remains tied after 15 minutes, the game is decided by sudden death (next score wins)
- 9. Players will need to take the ball back past the 3 point line after a missed shot by the opposing team. For example, Team A misses a shot and Team B rebounds it. Team B must dribble or pass the ball back past the 3 point line before attempting to score.
- 10. Teams can play a game with 2 players, but not 1.
- 11. Bring your own ball to warmup game balls will be provided for each court
- 12. Team members should try to wear like colored shirts to help identify teammates. Tournament shirts can be worn as well.
- 13. Each Court will have a "Court Monitor" who will make sure games start and end on time, keep score, and enforce rules. **COURT MONITORS HAVE FINAL RULING ON ALL DISPUTES.**
- 14. The court monitors will act as referees for grades 3-6. Starting at 7-8 division, players will call their own fouls and violations. Fouls can't be called by spectators.
- 15. Any fighting will lead to forfeiting of games and ejection
- 16. There are no coaches allowed. Players must coach themselves
- 17. Games will be started by Court Monitor and a coin flip will determine who gets ball first
- 18. All jump balls will be rewarded to the defense
- 19. There are no timeouts as we will have a running clock
- 20. Grades 3-6 will use 28.5 size ball. Boys grade 7-adult will use full size.
- 21. There will be no free throws for fouls. Both shooting and non shooting fouls will result in taking the ball at top of key.
- 22. All fouls after 5 will result in an automatic 1 point plus the ball
- 23. ALL INTENTIONAL FOULS, SWEARING OR UNSPORTSMANLIKE BEHAVIOR WILL RESULT IN A TECHNICAL FOUL. TECHNICAL FOULS ARE 2 AUTOMATIC POINTS PLUS THE BALL. COURT MONITORS WILL DETERMINE TECHNICAL FOULS. TWO TECHNICAL FOULS WILL RESULT IN EJECTION

