



1. Players, Substitutes and Roster Size Identification

- A. Teams will consist of five players and a maximum roster limit of twelve.
- B. All participants must complete a waiver agreement in order to participate.
- C. All rosters are final after the first game. No one will be allowed to play if their name is not listed on the team roster. Changes may not be made during the tournament.
- D. Each participant must come to play with a picture ID.
- E. Teams should arrive at the YMCA at least 30 minutes before their first game for registration. It is recommended that teams be present for opening ceremonies.
- F. Substitutions may be conducted during stoppage of play for out of bounds, fouls, time-outs, or violations.
- G. Substitutions are not permitted after a made basket.

2. Playing Area and Conditions

- A. All games will be played at YMCA Basketball Courts.
- B. Spectator must remain on the sidelines at all times.

3. Equipment and Uniform

- A. Game Balls will be provided.
- B. Team's players should wear the same color t-shirt or jerseys, preferably with a number.

4. Safety and Prevention

- A. A player who is bleeding, has an open wound, or has an excessive amount of blood on the uniform shall be considered an injured player and must immediately leave the game for the appropriate treatment.
- B. Players wearing glasses should have shatterproof lenses and straps.
- D. Absolutely no jewelry may be worn. If players refuse to remove jewelry, he/she will not be allowed to play in the game.

5. Participant Conduct and Fair Play

- A. It is the responsibility of the team captain to control their team and interact appropriately with the game officials.
- B. All players, captains and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the facility and future Recreational Sports events.
- C. All teams are responsible for cleaning up after their players and fans. Please dispose of trash properly.
- D. The captain is responsible to make certain that every player is eligible on his/her team. Captains are also responsible for informing team members of their playing schedule and the rules of the game.

6. Time Regulations and Length of Game

- A. Games will consist of two 15 minute halves and a three minute halftime. Clock will run continuously except for the last minute of each half and time-outs. In the event that a team is ahead by 20 or more points at the two minute mark of the second half the clock will not stop.
- B. In the event of a tie, a three minute overtime will be played. Clock will run continuously except for the last minute and time-outs.
- C. Each team will be allowed two time outs per game which may be used at any time. In overtime, each team will be allowed one time out.

7. Forfeits and Starting Games

- A. Teams must have four players to start or continue a game.
- B. A jump ball will begin the game. Alternating possession will be used for any jump ball situation thereafter.
- C. Game time is forfeit time.
- D. Alternate possession will begin the second half. Overtimes will begin with a jump ball.

8. Playing Rules and Scoring

A. Requirements

- 1. Tournament will be limited. Entries will be accepted on a first come basis.
- 2. Tournament will be double elimination unless a division has 5 teams or less then it would go to triple elimination.

B. Scoring

- 1. A successful basket is worth two points or three from behind the arc.
- 2. A successful free throw is considered one point.

C. Rules

- 1. Officials will call all fouls and violations
- 2. A Scorekeeper will keep the score and the time clock.
- 3. The game clock is continuous only stopping during time outs, and the last two minutes of each half.
- 4. If a person is fouled in the act of shooting the player will be awarded two (or three) free throws.
- 5. For non-shooting fouls and violations, officials will put the ball into play at the nearest point.
- 6. Three second violations will be called.
- 7. For out of bounds, the ball will be put into play at the closest sideline location.
- 8. Dunking will be allowed, however hanging on the rill will constitute a technical foul.
- 9. Technical fouls will result in one foul shot and possession for the opposing team.
- 10. TAAF Rules (High School) will apply in all aspects no covered by these rules.

D. Closely Guarded:

- 1. Only applies in the front court when an opponent within a distance of 6 feet defends a player in control of the ball. Violation = 5 Seconds = Turnover. Note: A player can be defended within 6ft for about 12 seconds without a 5-second violation (4 seconds holding the ball + 4 seconds dribbling the ball + 4 seconds holding the ball again).

E. Continuous Motion:

- 1. This is not the NBA but there is a continuation. If a player is in the habitual act of shooting and is fouled at any point during that throwing movement, the shooter is permitted to complete the movement. Just because the player is grounded when fouled does not mean they can't be awarded free throws. If they start their regular shooting motion and are fouled they should be awarded free throws.

F. Out of Bounds:

- 1. The top, bottom and sides of a backboard are in play.
- 2. All lines, basket supports and walls are considered out of play.

1. Two technical fouls or a flagrant foul will eliminate the player from playing in the rest of the tournament.

H. Dunking:

1. Players can not dunk before, during half time, or after a scheduled tournament game. Dunking is allowed during the game as long as it is not unsportsmanlike (hanging taunting etc.) Violation = Technical foul.

I. Fighting

1. ABSOLUTELY NO FIGHTING IS PERMITTED. Any action resembling fighting will result in all player (s) involved being ejected and must leave the premises sight and sound. They will not be allowed to play in the rest of the tournament. And the team (s) will play a man down (Example: 4 v 5) for the remaining time left in the game.

J. 1. The tournament will follow basic High School Regulations/Rule according to NHFS Rules a& Regulations.

9. Fouls, Violations and Penalties

A. There is a Personal Foul limit of five. The official or league coordinator can eject a player for any display of unsportsmanlike conduct.

1. After seven Team Fouls in a half the opposing team will be awarded free throws in a bonus situation.

2. After Ten Team fouls in a half, the team will be awarded a double bonus.

B. All Intentional Fouls will be considered unsportsmanlike.

C. Technical Fouls also count in the personal foul and Team Foul totals.

1. A technical Foul will result in one foul shot and the ball for the opposing team.

D. Two Technical Fouls will result in the immediate ejection from the game and the remainder of the tournament. Technical fouls will be a result for any of the following actions.

1. Use of profanity, insulting or vulgar language or gestures.

2. Any intentional acts of unfair play.

3. Intentionally kicking or swinging an arm, hand or fist at an opponent.

4. Intentionally kicking, spiking, or throwing the ball.

5. Disrespectful conduct towards the game supervisor, official or league coordinator.

E. All Offensive Fouls will result in a change of possession. Any score during an Offensive Foul will be waved off.

F. Any individual removed from a contest for reasons of sportsmanship or misconduct will be ineligible for the net scheduled contest.

G. Any unsportsmanlike conduct may result in the suspension from league and tournament activities.

10. Official and Supervisors Duties

A. The supervisor will be on-site for event management and general questions.

B. The supervisor has the authority to cancel activities due to inclement or unfavorable weather conditions.