

1. Team age groups are determined by the age of the youngest player on December 31 of the competition year.
2. Teams must be of all one gender and players may compete with only one team.
3. A double elimination tournament is planned. Teams are guaranteed at least two games. If there is only one team in an age group, it will be combined with another age group, but may be moved to the losers bracket after the first game and eliminated after the second game. Event Manager reserves right to modify the format.
4. Team clothing must of like design and color.
5. National Collegiate Athletic Association rules apply, except as modified. (www.ncaa.org).
6. Team rosters may have no less than 3 or more than 10 players, including non-playing members. If a registered player is unable to attend, another eligible player may be substituted at the event with the Event Manager's approval. Additional eligible players may also be added to the roster at the event, up to maximum of 10. A Substitute Form with signed waiver must be completed at the event.
7. Registration and team rules apply to non-playing personnel with the following exceptions:
 - 1) Non-playing coaches, non-playing captains or non-playing bench personnel, may represent more than one team in the same sport, each of which must be in different age divisions.
 - 2) Non-playing coaches, non-playing captains or non-playing bench personnel are not subject to age and gender requirements.
 - 3) Players may compete with only one team per sport. Players who compete on a team may serve as a non-playing coach, non-playing captain or non-playing bench personnel for additional teams, provided the teams are in different age divisions.
8. At the end of registration, team manager will be mailed the official roster, map, bracket, start time of first game.
9. Games are played on half courts by two teams of three players each and a maximum of seven substitutes. Teams must have three players on the floor to start the game. Teams may continue/finish with a minimum of two players on the floor. Competition balls will be provided.
10. Playing time shall be 2 halves of 15 minutes of a continuously running with a 5-minute intermission. In the last two minutes of each half, the clock will stop in accordance with normal basketball rules.
11. **A 20 second shot clock will be in effect throughout the entire game. Violation of the 20 second shot clock rule will result in loss of possession.**
12. A tie score at end of regulation time will result in three-minute stop clock overtime period with ball possession determined by coin flip. If game is still tied, subsequent 3-minute periods shall be played until the tie is broken.
13. Two time-outs are permitted per team per half. If a game proceeds to overtime, each team shall receive no more than one additional time-out, regardless of the number of overtimes. Time-outs shall be 30 seconds in duration. The clock will not run during time-outs.
14. Substitutions may be made after a basket, a foul shot, stoppage of play or any other time the official beckons the player onto the court. a) Players **MUST** be beckoned onto the court by the referee. Entering the court without being beckoned will result in a warning from the official; all subsequent violations will result in a technical foul. b) **Both the offensive and defensive team may substitute after the first free throws of a two-shot foul and after the second free throw of a three-shot foul.** c) The defensive team can only substitute after a made basket or free throw (when it is the final free throw taken) if the offense is substituting at that time. Violating this rule will result in a warning from the official; all subsequent violations will result in a technical foul. d) On all stoppage of play (i.e., violations such as traveling, double tribble, 3 seconds, or out of bounds, etc.) either team can substitute as long as they request to sub prior to the end bouncer having the ball in the throw-end area.
15. First possession will be determined by coin toss. The possession arrow will determine possession at start of second half. Ball possession changes hands after each basket unless a technical or personal foul is awarded.
16. The game shall be played using the three-point line as the "check line". The ball shall be returned to a point behind the check line after each change of possession as follows:
 - a. After a made basket and all dead ball situations, the ball shall be placed into play from the top of the key (throw-in area). The ball must be advanced into play by means of a pass to a teammate. **Violation of the throw-in area by the offense results in a loss of possession.**
 - b. After a turnover or defensive rebound, the ball may be returned to any point behind the check line. The player returning the ball behind the check line shall be in possession of the ball with both feet behind the line. The ball does not have to pass behind the 3-point line; only the player's feet. The penalty for failure to be in possession of the ball with both feet behind the line shall be loss of possession. The player who returns the ball behind the line may maintain possession and attempt to score.
17. Following a made basket or dead ball, the ball shall be put into play within five seconds from the time the ball is

in the throw-in area. If the ball is not put in play within five seconds, it shall be a violation, and possession shall be awarded to the defense with no change in the possession arrow. Dribbling will result in a replay.

18. Player limitations during inboundings:

a) The inbouncer must be within three feet of the three point line and must stay within the free throw lane extended area (12 feet wide), an area referred to as the throw-in area.

b) The defense may defend anywhere on the court, however no player may enter the throw-in area to defend the inbouncer.

c) The inbouncer's team mates may not receive the inbound pass within the "out of bounds area" which is the area behind the three point line, free throw lane extended.

d) The inbouncer's teammates may not enter the 3-second lane to receive a pass or set a screen until the inbounding teammate actually takes possession of the ball at the throw in area; they may cross and exit the lane to reposition themselves prior to the inbounds pass.

e) The 3-second lane count and the 5-second closely guarded count should not begin until the defensive team (now the new offensive team) takes the ball behind the 3 point arc.

f) Violations of the throw-in area by the offense result in a loss of possession.

g) Violations of the throw-in area by defense result in a warning followed by a technical foul (two shots).

19. A player is disqualified on his/her fifth foul. Technical fouls will be assessed in accordance with NCAA rules.

20. All personal and technical fouls shall be counted against a team total. On the seventh team foul, a bonus shall be awarded for the remainder of the game. Team fouls carry over into the second half and overtime periods. Penalties for fouls shall be as set forth below.

21. Prior to the seventh team foul:

a. Any common foul shall result in loss of possession for the offending team

b. Any player control foul shall result in disallowing a converted basket and loss of possession.

c. Any shooting foul with missed basket shall result in 2 free throws and offending team shall retain possession.

d. Any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team shall retain possession.

If a shooting foul occurs during the running time part of the game, all players will remain behind the arc and the offense will regain possession of the ball, even if the clock goes to the two minute mark. At that time the clock will stop until the ball is put in play again from the throw-in area.

All the players behind the arc may cross the arc once the shooter releases the ball. The shooter may cross the free throw line after the ball strikes the rim, flange or backboard or retrieves the ball upon completion of the last free throw.

During stopped time portion of the game, the free throw shooter shall not break the vertical plane of the free throw line with either foot until the ball strikes the ring, flange or backboard or until free throw ends.

No player shall enter or leave a marked lane space or contact any part of the court outside the marked lane space until the free-thrower has released the ball.

22. Beginning with the seventh team foul:

a. Any common foul shall result in a single free throw and the offended team shall retain possession.

b. Any player control foul shall result in recording the foul and a change in possession.

c. Any shooting foul with a missed basket shall result in two free throws (three for a three-point attempt), and the offended team shall retain possession.

d. And any shooting foul with a converted basket shall result in the basket being awarded along with one free throw and the offended team shall retain possession

23. Beginning with the 10th team foul:

a. Any common foul shall result in two free throws and the offended team shall retain possession.

b. Any player control foul shall result in recording the foul and a change in possession.

c. Any shooting foul with a missed basket shall result in two free throws (three for a three-point attempt) and the offended team shall retain possession.

d. Any shooting foul with a converted basket shall result in the basket being awarded along with a one free throw and the offended team shall retain possession.

24. During the last two minutes of each half, and during any overtime period, the automatic awarding of team possession after free throws does not apply (live rebounding will be in effect).

25. Three point shots are allowed. The three point line distance for both men and women will be 19'9".

26. Officials do not put the ball into play, except at the start of each half. **The referee will handle the rebound of the first free throw (first and second free throws if three shots are being taken) and then will not handle the ball after the last free throw.**