

RULES

1. The format of the tournament will be determined once all teams have entered. The format may vary by division, and then again by round. It will always be to a set point/time limit; whichever comes first. Match-ups and format for each division/round will be available after March 14th, 2010 on our website (www.halesitefd.org) under the news and events tab.
2. All team members must report to their assigned courts on time. Failure to appear within 3 minutes of the starting time constitutes a forfeit. Each team will need at least 3 players to begin a game.
3. We will be playing with a running clock, the only stoppage being for time-outs, injuries, and when the ball goes out of bounds.
4. Each team will be granted two 30 second time-outs per game.
5. Substitutions may be made after a basket or any stoppage of play.
6. A coin-flip before the start of the game will determine who takes first possession. The team with a lower number will call the coin flip. Teams will be numbered based on when their applications were received.
7. Possession changes after each basket.
8. The three-point arch determines the "Check Line". The ball must be beyond the arch at the beginning of each half.
9. On defensive rebounds (including air balls) and steals, the ball must be passed or dribbled beyond the arc. The ball does not need to be given to a different player. As long as the ball goes beyond the arc, there are no limitations on who can shoot it.
10. 2 points will be awarded for a shot made behind the arch (player must have BOTH feet behind the line when initiating the shot) and 1 point for any shot made on or within the arc.
11. If the ball is knocked out of bounds or goes across the mid court line it shall be awarded to the opposing team.
12. If the ball goes out-of-bounds the offensive team must check the ball with the defensive team at the top of the key.
13. Possession alternates on all jump ball situations.
14. The offensive team must "pass the ball in" before a shot is attempted (make one pass before a shot is taken).
15. Every court will have at least 1 referee, and score/time keeper. ALL CALLS made by the referee are final and not up for discussion. If a team has a question about the call, only the team captain should approach the referee.
16. If a foul is called while a player is attempting a shot and the basket is made, the shot counts, and the foul is recorded; no foul shot awarded. Non-shot fouls will be given to the fouled team to put back into play under the basket. After 5 team fouls, a foul shot will be awarded where the ball changes possession, made or missed. After 8 team fouls, a foul shot will be awarded where whether made or missed, the fouled team retains possession.
17. The referee may call a technical foul for flagrant or intentional foul. The fouled person will take a shot from free throw distance. Missed or made, possession is retained by fouled team.
18. Continual misconduct or flagrant/intentional fouling will result in the ejection from the premises of a player or of a whole team if necessary. Fighting or throwing of a punch will not be tolerated under any circumstances; this goes for your fans/friends as well. If you or your team is ejected, you will be escorted from the building and there will be no refund.