

Sportsmanship Policy

Good sportsmanship and cooperation are expected from everyone regardless of bracket level or division including players, coaches, spectators, and event staff/volunteers. The team captain or designated coach, if applicable, is expected to aid in maintaining appropriate conduct for their team's players and fans and to represent his/her team as a spokesperson in case of appeals to the court monitor. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories (see rules 9, 10 & 11). Acts such as fighting, taunting, intimidating or verbally attacking another player, tournament official, spectator, or volunteer are grounds for single game ejection and/or multi-game or entire tournament suspension of that player, team and/or spectator. Decisions made by tournament officials are final and are not subject to review by video/audio recordings, or other sources.

1. Who Can Play

The tournament is open to Middle Schoolers (ages 11-13), High Schoolers (ages 14-18) and Adults (ages 18+). Teams are responsible for organizing themselves and register for the appropriate age division and gendered or coed sub-division.

2. Number of Players

Teams must register with a minimum of 3 players and a maximum of 4 players. All games must start with at least 3 players on each team. However, any number of players (1, 2, or 3) may complete a game. For all coed teams, there must be at least one female and one male player rostered and playing on the court at all times. If teams are in need of players to begin a game, or to fill a roster vacancy they may request a roster change or pursue free-agent players.

3. Authorized Equipment & Apparel

No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous equipment including equipment made of hard leather, plastic, plaster, or metal—even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. In addition, jewelry, watches, and hair clips will not be allowed. Of course, regular pony tail holders are permitted and encouraged. Tournament Officials, Event Volunteers and Court Monitors retain the right to disallow any equipment or apparel that they judge to be dangerous or inappropriate.

4. Eligibility Issues

All tournament participants who play for club, high school, and/or college teams should check with their coaches and/or athletic directors about participating in this tournament and the potential effects of tournament participation on their team's eligibility. The City of Page Recreation Department is not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

5. Basket Height and Ball Size

For all divisions, the basket height will be 10 feet high and the standard, full-size (29.5" circumference) ball will be used.

6. Court Dimensions & Free Throw Shooting Distance

Free-throws (worth 1 point each) will be taken at a distance of 17.5' from the center of the hoop. The "3-point arc" will be marked with a radius of 19' from the center of the hoop. However, baskets made from outside of this arc will only be worth 2-points and will hereafter be referred to as the "2-point arc." The court will be 50' in width and 39' in length. 4' inside of the halfcourt/out-of-bound line will be a dashed line indicating the "check ball" area.

7. Diversity Statement

This tournament seeks to provide an atmosphere that is diverse and inclusive. Discrimination or bigotry of any kind will not be tolerated. Failure to adhere to our strict no-tolerance policy regarding discrimination and unsportsmanlike conduct may result in suspension and/or expulsion from event participation.

8. Fouls & Court Monitors

All called fouls shall result in 1 uncontested free-throw shot, regardless of where the foul occurs. The only exception will be for successful field goal situations (when a player was fouled but still made the basket) in which case the basket counts, and no free throw shots shall be awarded. During a free throw, opposing team players must also stand 19' away from the basket (in line with the free-throw shooter but not within arm's length of the shooter) and may not intentionally disrupt the shooter's unhindered attempt. Regardless of whether the free throw shot is made or missed, play resumes as soon as the last free-throw shot hits the rim, at which point both teams compete to collect the ball and the team who gains possession will need to take the ball past the check-line before commencing offensive play. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. For small fouls such as traveling, double dribbling, or out-of-bounds – the offending team will cede possession, the other team will collect the ball, regroup at the check-line (without having to perform a check-ball pass) and re-enter the playing area on offense.

At least one court monitor will be present for every game in every division of this tournament. However, the role of the Court Monitor will vary based on the division. For the Middle School Divisions, Court Monitors will serve as the official referee - they will be the only one to make any/all calls and award free-throws. For the High School and Adult Divisions, Court Monitors will be present to mediate/resolve conflicts, call technical, intentional, or flagrant while allowing the players to mostly self-govern. More specifically, the player that was fouled should call the foul immediately upon being fouled at which point the Court Monitor will either approve the called foul and award free-throw shot(s) based on the location and/or severity of the

foul or reject the called foul and announce, "play on." Neither individual nor team fouls will be recorded with the exception of Technical, Intentional or Flagrant fouls which will be noted, and the appropriate protocol will be taken.

9. Technical Fouls

A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk and can only be called by the Court Monitor, Scorekeeper or a Tournament Official. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults another player, fan, court monitor or other tournament official shall be automatically ejected from the game and suspended for the rest of the tournament. The Court Monitor may also assess a technical foul if they determine that the team is stalling play in the interest of preserving a winning margin. All technical fouls shall result in one point for the offended team and their being given possession of the ball at the check-line.

10. Intentional Fouls

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position and can only be called by the Court Monitor, Scorekeeper or a Tournament Official. It is a foul which, based on the Court Monitor's observation of the act, is not a legitimate attempt to directly play the ball or, if while attempting to play the ball, a player causes excessive contact. An intentional foul will result in one point for the offended team and their being given possession of the ball at the check-line.

11. Flagrant Fouls

A flagrant foul can only be called by the Court Monitor, Scorekeeper, or a Tournament Official. This type of foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme, persistent, aggressive, derogatory, or abusive. A flagrant foul will result in one point for the offended team and their being given possession of the ball at the check-line. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament.

12. Stalling

Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the ball toward the basket and attempt to score. It is a method used in an attempt to run out the game clock to preserve a winning lead. Tournament games are very short in length with the clock always running so stalling will be considered an unsportsmanlike act and will result in a technical foul with 1 point awarded to the offended team and their being given possession of the ball at the check-line.

13. Which Team Receives the Ball First?

The team coach or captain from each team will congregate at the scorekeepers table with the court monitor to determine which team will start with possession with a coin-flip. The team who predicts and wins the coin-flip will start with possession at the half-court line, throwing the ball into play after the referee's whistle to start the game. If a game goes into overtime, the team who lost the coin-flip to start the game shall begin overtime play with possession.

14. Keeping Score and Time

A tournament official or volunteer will keep score using a basic, flip-score scoreboard in conjunction with an official paper scoresheet. Baskets made in uncontested free-throw shots are worth 1-point, baskets made in regular play inside of the arc are worth 1-point, baskets made when the shot was taken from outside of the arch are worth 2-points. There are no 3-pointers in this tournament. A stopwatch or other time-keeping device will run for the allotted 20-minute game and scorekeepers will announce via verbal warning at "1-minute," "30-seconds," and "10-seconds remaining in the game." Scorekeeper will, likewise, keep time and/or adjust the game clock for any delayed game start (see rule 25), time outs (see rule 23), player injury (see rule 24), or other event in accordance with calls by the Court Monitor.

15. Length of Game

For all divisions, the first team to reach 20 points or the team with the most points at the end of regulation time (20-minutes) will be declared and recorded as the winner of that game. If a team reaches 20 points before the end of regulation time, then that team wins, and the game will be ended early, regardless of the margin of victory. The team that reaches 20 points does not need to have a winning margin of 2 or more points. The 20-minute game clock is stopped only for team time-outs (see rule 23) and/or if the Court Monitor stops play for a player injury (see rule 24) or other unusual circumstance. If a score of 20 is not achieved within regulation game play (20 minutes), then whichever team has more points at the end of regulation time shall be declared the winner, regardless of the margin, and the game shall be ended after 20-minutes of play.

16. Overtime

Only if the teams are tied, with the exact same number of points at the end of regulation time, will an abbreviated overtime session be played. Overtime will be sudden death such that the next basket wins, again with no regard for margin of victory. No game shall go beyond 20 points. Use the following examples: (a) Tied 19-19 at the end of regulation time - the first team to score in overtime shall be declared the winner. (b) Tied 16-16 at the end of regulation time - next basket wins (regardless of free-throw, 1-pt or 2-pt basket). (c) Tied 19-19 at the end of regulation - next point wins, first team to 20 wins. (d) Score is 12-11 at the end of regulation - no overtime needed since one team has a lead.

17. Check-Pass, Clears & Change of Possession

At the beginning of the game, after each made basket, and after time-outs or game stoppages, play resumes at the check-line (court marking halfway between the top of the key and the half-court/out-of-bounds line).

The “checking” system is used to ensure that both teams are ready to begin play. **The check-ball pass should only be done to start the game or after time-outs/game stoppages.** The check-ball pass involves the offensive player saying “check” while passing the ball from the check-area to his defender who is standing the area of play. The defender then makes sure that their team is ready and then throws the ball back to begin play. The offensive player then has 5-seconds to pass or carry the ball past the check-line and into the playing area on offense. The defensive player, may not steal or heavily defend until the offensive player who checked the ball, passes, or dribbles the ball past the check-line and into play.

There will be no “make-it, take-it” rule. Instead, if a team makes a basket, then the other team will collect the ball and re-group at the check-ball line, and commence play entering the playing area on offense. A check-ball pass is not necessary after baskets made. Throughout regular play, following natural changes of possession including interceptions, turnovers, and following all free-throws - team’s must only “clear” or “regroup” the ball past the dashed check-line but do not need to “check-pass” the ball. Players clearing the ball must bring their whole body and the ball behind the check-line. The ball should be cleared on each change of possession, regardless of whether or not a shot was attempted. Failure to clear the ball by a team will result in that team losing possession as well as negating any points made during their “un-cleared” possession.

18. Ball Out-of-Bounds

If a ball goes out of bounds, the Court Monitor will announce from which team the ball went out (which team last touched it). The other team will take possession and clear/regroup at the check-line before going in on offense.

19. No Jump Balls

If a court monitor is unable to determine which team should be given possession following an out-of-bounds situation or other game stoppage, they will give possession to the team which lost the opening coin toss, with alternating possessions thereafter.

20. Dunking

Dunking is not allowed at any time, including during warm-ups. Dunking will be treated as an unsportsmanlike act and may result in a technical foul.

21. Substitutions

Player substitutions should be made on the fly (after a basket is made, after a foul, after an out-of-bounds or other dead ball situation). The game clock does not stop for substitutions. Strive to have all players on your roster play equal amounts.

22. Time-Out

Each team is allowed one single 30-second time-out per game. To call for a time-out, a team’s coach or captain should shout “time-out” when and only when their team is in clear possession of the ball. They must call for and be heard by the Court Monitor. The time-out is not official until the Court-Monitor blows the whistle at which point the Scorekeeper will stop the running game-clock, track the 30-second time out, and alert the players and court monitor when the game clock must resume.

23. Player Injury

A Court Monitor may, at their discretion, suspend play for the protection of an injured player. In this case, Court Monitor will command the Scorekeeper to pause the 20-minute game clock until the conditions are safe to resume play. If a player is bleeding or has an open wound, that player will be directed to leave the game and seek medical attention. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game.

24. Game Times

Based on enrollment and in accordance with information from team registration forms, Tournament Officials will further separate age divisions into sub-divisions based on gender and/or skill level. Each unique sub-division will operate with their own tournament bracket, on their designated courts and their own schedules. There shall be one winner/champion for each court. Schedules will be given to teams at least one week prior to the event. Teams should arrive 10-15 minutes early to their scheduled game to ensure that they can warm-up and start the game on time. **Prior to playing in this tournament, each member of the team must have signed the Consent Form – Release & Waiver.** Players can sign this form at the Event Registration / Information Tent. Games must start within 5-minutes of the scheduled start time in order to accommodate all of the teams involved in this tournament. If after a 5-minute grace period, a team is still unable to field 3 players, that team will receive a forfeit-loss of that game. If teams are in need of players to begin a game, or to fill a roster vacancy they may request a roster change or pursue free-agent players by contacting Tournament Officials. No game shall go over 20-points or longer than 20-minutes.