

Basketball Rules – Compete for the Cure - 2016

- Game Play
 - Games will be played 5 on 5
- Scoring
 - Points will be calculated based on:
 - Regular field goals (2-pointers)
 - Shots from behind the 3-point line (3-pointers); and
 - Free throws after a foul instance (1 point per successful free throw)
- Substitutions
 - Will be permitted at whistles but new players must be called in by refs
- Game Length
 - Each game will consist of two 12-minute halves
 - The clock will be constantly running except for in the final minute of the 2nd half, which will be played stopped time
 - Each team will get one 30-second timeout during the game
 - Time will stop in the case of a serious injury
- Rule Violations
 - Resulting in a turnover
 - Traveling - Taking more than 2 steps without bouncing the ball on the floor
 - A specific form of traveling additionally prohibited is up and downs – leaving the floor and returning to the floor with the ball still in hand
 - Double Dribble - Stopping dribbling and then starts dribbling again OR bouncing the ball with both hands on the ball
 - Carry – Twisting one’s hand when in contact with the ball, beyond the vertical, bringing it under the ball. This is called a carry, as the hand must always remain on the top of the ball.
 - 3 in the key – an offensive player standing stationary in the key for more than 3 seconds
 - 5 second rule – a player can only hold the ball for 5 seconds while stationary before which he must pass, shoot or dribble
 - 10 second rule – the offensive team has 10 seconds to advance the ball across centre court
 - Kick ball – a player making contact with the ball using a foot
 - Fouls
 - If contact occurs beyond what is deemed to be reasonable, or if a player thereby obtains an unfair advantage from it, a foul is committed
 - Offensive fouls - a player on offence commits a foul when charging into a stationary defender. This results in a turnover.
 - Defensive fouls - Occur when the offensive player is being fouled by the defender. Defenders should not block, push, trip, strike or hold the player in possession of the ball.
 - A defensive foul that occurs while a player is shooting will result in free throws for the shooting team
 - A defensive foul that occurs ‘on the floor’ will result in the fouled team getting to inbound the ball from the sideline
 - Fouling Out
 - Receiving a 5th personal foul means that the player has fouled out and is no longer permitted to play in the game
 - Bonus
 - Once a team has committed 7 fouls in a half they have entered the bonus
 - At this point, if the team in bonus fouls the opposition, the opposing team will get 1 free throw, plus a 2nd if they hit the 1st free throw. A shooting foul like usual will still result in 2 free throws.
 - Double Bonus
 - Once a team has committed 10 team fouls in a half they have entered the double-bonus
 - At this point, any foul committed will result in the opposing team getting 2 free throws

- Technical Fouls – A technical foul will result in the fouled team getting 2 free throws and regaining possession of the ball. A technical foul will be awarded for anything unsportsmanlike including swearing, talking back to a referee, and arguing.
 - A person earning 2 technical fouls will be out of the game
- Clear Path Fouls – Will be counted as regular fouls, resulting in an in-bounds or free throws (no automatic points). Clear path technical fouls will be treated like general technical fouls.
- Jump Ball – When two players from opposing teams both have hands on the ball the referee will throw up a jump ball giving the two teams the opportunity to gain possession
- Shot Clock – There will be no shot clock used during the tournament
- Overtime – A tie game will result in a 3-minute overtime period. In the round-robin, a game still tied after overtime will end in a tie. In the playoffs, subsequent 3-minute overtime periods will be played until a winner is determined. Overtime will be running time.
- Delays
 - If a game is cut short for some unforeseen circumstance, one of two things will happen (determined by the commissioner):
 - The winning team will be the team winning the game at the time of the interruption
 - The game will be resumed or completed at a later time
- Forfeit
 - A forfeit will occur if one team cannot field 5 players by 5 minutes into the scheduled game time (i.e. if the game time is at 10:30 and the team does not have 5 players by 10:35)
 - To avoid forfeit, teams will be permitted to use other players from their school, players from other teams in the tournament, or even fans, to supplement their player total so as long as the opposing team is agreeable
 - To avoid a forfeit situation, the non-forfeiting team may be assigned a different opponent by the tournament organizers
 - For a forfeit to occur, the forfeit must be approved by Lauren Clarfield, Matt Clarfield or Josh Howard
 - Should a forfeit occur, it will be considered a 20-0 win for the non-forfeiting team
 - The forfeiting team will be marked with a 20-0 loss
- Playoff Eligibility
 - A player must have played in at least 2 of the team's round-robin games to qualify to play on that team in the playoffs or receive permission to play from the opposing team
- Standing
 - Each team will earn a win-loss record and receive a +/- rating based on points for and against during their games. Ratings will be important only in the case of tie-breakers to determine division winners or playoff spots.
- Playoff Seeding
 - The following criteria have been ranked and will be considered in the stated order when determining playoff spots
 - 1. Division Winner
 - 2. Win-Loss Record – If unequal games played or completed by the teams in question, winning % will trump win-loss record
 - 3. In Case of Tie
 - Head-to-Head Record
 - +/- Rating
 - Total Team Fundraising (online prior to Saturday, January 9th at 5:00 PM EST)
 - A three-minute tie-breaker game to determine who earns the spot in question, followed by subsequent three-minute tie-breaker games if necessary