

## Tournament Rules

- Teams shall consist of at least 3 and no more than 4 players. Teams must be in the division of the oldest player and may have younger players. Co-ed teams are not allowed. Roster changes are allowed after the registration deadline but only before signing in at the tournament and must be approved by the tournament director. Teams must start the game with 3 players but may finish the game with less than 3 players.
- Teams are allowed to warm up on the court before their game for about 5 minutes. Only teams scheduled to play shall be on the court at the same time. A 5 minute forfeit will be strictly enforced.
- **All jewelry must be removed before playing for the safety of all involved.** Non-removable jewelry must be taped and player assumes responsibility of any and all injury. Each individual player will be responsible for any damage they cause to the school building or the property of the Vogel Center CEC.
- A coin toss before each game will determine the first possession.
- Scoring is as follows: 1 point per basket and 2 points per basket behind the 3 point line.
- Games will be timed with a 25 minutes running clock. **You do not need to win by 2.** The first team to 21 points or the team that is ahead when time expires wins. When time expires the game is done regardless of score. If a player is attempting a free throw when time expires the free throw may continue but play shall be stopped after the free throw attempt. If the game is tied, a coin toss shall determine possession and the next basket wins.
- Each team is allowed 2 one minute time outs per game. The clock will still run during the time out. The clock shall stop only at the discretion of the referee or tournament director as a result of obvious injury only. No time outs can be called with 3 minutes or less remaining in the game. Timekeeper will announce time remaining at 5 minutes, 3 minutes and 1 minute.
- Jump ball goes to defense.
- No dunking is allowed at any time, either during warm ups or games. Any player dunking the basketball can be expelled from the tournament immediately and their team disqualified for the game.
- Ball must be checked with the defense after each dead ball. After checking (pass to defensive player) the ball is live. The offensive player may pass, shoot, or dribble. The ball must be “taken back” anywhere behind the 3 point line after each change of possession. Failure to take back will result in loss of possession, basket shall not count if ball is not taken back.
- Fouls during the act of shooting shall be awarded a free throw. If the shot attempted was a 2 point shot then 2 free throws shall be taken. If fouled during a made field goal, one free throw shall be awarded. After free throws the ball goes to offense. After 6 team fouls the opposing team enters the “bonus”. Teams may choose to shoot a free throw for one point, if the shot is made the ball goes to defense. If the shot is missed, the same team retains possession. Teams may also choose to shoot a 2 point basket from anywhere on the floor. Whether the shot is made or missed, the defense gets possession following the free throw. **Bonus rules do not apply to fouls that occur during the act of shooting.**
- Team captain is expected to represent their team in the case of appeals. Questions, complaints, or comments should be take up with the tournament director or court monitor. Please do not direct comments to the referee.
- The decisions of the referee is final. The referee may alter these rules as they determine at any time during the tournament. Unsportsmanlike conduct or language may result in technical fouls and/or dismissal of the player from the tournament. Unsportsmanlike conduct or language from observers can also result in a technical foul.
- When the team captain checks in, he or she has the responsibility to hand out t-shirts for their team.
- If team or player conduct is deemed unsportsmanlike, Vogel Center Christian Education Club has the right to eliminate your team from the tournament. Please respect referees and staff.