Official Lunch Time Basketball Tournament Rules

# Decision Making

* Follows the official FIBA Rules
* If a decision cannot be decided by players on the court, decision goes to the sideline team
  + If a decision still cannot be made, the team that started the game *without* the ball regains possession (similar to a regular jump-ball)

# Flow of the Tournament

* Every win/loss must be recorded after each individual game
* The tournament starts 7 minutes after the start of each break, and finishes 5 minutes before the end
  + This means you will have approximately 5 minutes to warm up, and 5 minutes to get to class.
* At the end of the break:
  + The team with the highest win/loss % gets 3 points
  + The team with the second highest win/loss % gets 2 points
  + The team with the lowest win/loss % gets 1 point
  + In the final week, these points change to 4, 2.5, and 1 respectively
    - This makes the last week more influential than the others
* On the last day of the designated tournament, each team gains 1 point for each win
  + This means that the final day is by far the most important (it is possible to get 10 points in one day)
* After this day, the team with the most points win the tournament
* Three weeks before the designated ‘finals week’, GM’s cannot trade, sign, or waive any players
* To participate in the tournament, you *must* pay.
  + If you are a new player wanting to join, please understand that teams do not have to sign you. If they already have 5 players, signing you decreases the amount of court time each player gets, which is not fair for them. However, you may enter the next tournament’s draft which will guarantee your selection.
* If you win the tournament, money must be evenly split between your team. GM’s do *not* get a bonus.
  + However, if a team would like to give a player extra money, everyone must agree
    - For example, you won 5 games for the team on the last day, so the team wants to thank you with extra money
* At the start of each tournament, excluding the Term 1 tournament, there will be a draft. You will have the first few weeks of break (before the draft) to prove yourself to the GM’s.
  + The draft will be performed in the ‘snake format’ and the winner of the previous tournament gets to decide the draft order.
* The team who won the previous break gets to start with the ball the next day, against the team who lost the previous break.

# Unclear Rules

* If a team has more than 5 players, they must have a sub. This sub can be brought in at any stoppage during the game, at the GM’s decision.
  + E.g. A foul, The ball goes out
* Once you play more than 5 breaks, you are not allowed to leave the tournament, and take your money. Your money has been submitted.
  + While you can opt to not play anymore, do not expect to get a refund
* You are expected to show up every break, or as many as you can. If you do not show up, expect to be waived or traded. Your team is trying to win, they need to do the best they can.
  + If you are waived, you receive a full refund
* If you have less than 5 players at a break, whether that is due to trades, or players not being able to make the break, you must play with what team you have. Do not expect to get ‘mercy players’ from other teams.
  + You may sign a player, for free, if this occurs, but that player can only play 3 breaks (with any team) before they must pay and officially join.

# Timeouts

* In the final week of the tournament, each team is allowed 2, 1-minute timeouts each break.
  + What you use this timeout for is completely up to the team
    - Ideas are: rest if you’ve played a lot of games, if you need to get a win and draw up a play, if you’re stuck and can’t pass the ball
  + To use a timeout, the GM of the team must call it loudly, and the ball must be held by one of the players on their team
    - The ball cannot be in the air, or in motion (i.e. dribbling)
  + Calling a timeout when you do not have one is an instant forfeit of the game. It is up to the GM to remember how many they have

# EXTRA IDEAS

* 4 points for winning team, 2 for mid and 1 for losing
* Before the draft each season (term), GMs can retain 1 player, however this means their 1st pick in the draft is skipped
* An MVP player is selected at the end of each week on a Thursday this player cannot be a GM and is voted by all players as being the best in the week that lead their team If one player is selected that means that their team will start with the ball on Monday break.
* Will Weekes always starts with a free throw!!!!!!!!!!! (omg)

A picture containing text, container

Description automatically generatedLogo

Description automatically generated

Officially approved by the Lunch Time Basketball Organisation