

The Play**-**In Rules

* The 5 Musketeers will start with the ball against the Wet Willies, up 2-0
* Points will be recorded as 1’s and 2’s
* Each team will have 2 timeouts over the day, one of them lasting 1 minute, the other lasting 30 seconds. Teams can decide which timeout is which.
  + The GM must be the one to call the timeout.
  + A timeout can only be called when the GM’s team is in possession of the ball.
  + Calling a timeout when a team does not have one results in a technical/unsportsmanlike foul.
* At the next stoppage in game after 1:50, the 'goal score' will be the winning team's score, plus 3. This will be the goal for each team, and the first team to hit this goal will win the play-in.
  + 1:50 has been decided as there will be just under 15 minutes until the game will be forced finish.
  + If the score is not reached, and the game is forced to finish, the team in the lead will win. If the game is tied, the 5 Musketeers will take the win.
* When there is an ‘And-one’, the player who got fouled has the option to also take a free throw (an extra point). If they take the free throw, typical rules apply however (if they miss the other team gets the ball)
* Any intentionally dirty play is a technical foul on the player. After a team receives a second technical foul, anyone on the fouled team is allowed one free throw, and whether they make or miss, their team regains the ball afterwards.
* While calls should be decided by the players on the court, the spectators will have the final say if the call cannot be decided by the teams.