# The Lunchtime Basketball Organisation Official Rule Book

## v2.0

# 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 and score 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
* The final week of the tournament are best-of-3, making it more exciting and interesting
* 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.
  + Each team can keep one player of their choice before the draft
* The team who won the previous break gets to start with the ball the next day, against the team who lost the previous break.
* Score tracking has slightly changed this season. There are now three categories recorded, being:
  + Finishes; Any shot close to the rim, typically inside the key
  + Midranges: Any shot inside the three that is not a finish (free throws included)
  + 3-Pointers: Any shot from outside the three point line
* Tiebreakers:
  + Overall record
  + Head-head record
  + Higher win streak
  + Tie

# Trades

* It is completely up to the GM’s to decide to trade players
* Players are not allowed to request trades
  + While it is understandable that their may be problems within the team, due to the limited number of players in the league it may not always be possible to make a worthwhile trade. As such, trade requests are banned.
* All trades must be officially announced, and will go on your personal history page
* It is recommended to give words surrounding any trades, whether you are the GM, being traded, or another player.
  + While everyone doesn’t need to do this, it makes it more fun if one or two players can send in a message such as ‘wow, I did not expect xxx to be traded. His yyy ability will make a difference to zzz team’.

# MVP’s/All-Teams

* At the end of each week, the GM’s will vote for the MVP of the week, and provide an MVP rankings
  + GM’s cannot be voted for.
* All-Teams are selected by Clarrie Jones on a frequent basis. If you wish to collaborate with him, contact him.
* At the end of each season, the tournament MVP, All Teams, and Special Awards are selected.
  + Everyone can vote for all three types of awards
  + In the case of a tie, the player on the better team gets the award.

# 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
* 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 consistently not showing up, you may be suspended for multiple terms.
* 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, if this occurs, but that player can only play 3 breaks (with any team) before they must officially join.

# Fouls

* If you are fouled in the act of shooting, you get two options:
  + Option 1: A (single) free throw
    - Typical free throw rules apply
    - If you make the free throw, that is a win for your team
    - If you miss the free throw, the opposition team gets the ball as a check.
  + Option 2: A check at the top of the three
    - This is the same as the typical outcome of a foul
  + The chance of missing the free throw puts more pressure on the shooter, and makes them have to consider whether they can, consistently, make the free throw.

# Tiebreakers

* Order for ties on the ladder:
  + Whichever team received more points from the latest day
  + Whichever team had the better head-head record
  + Whichever team has the better head-head record (overall)
  + The team that has scored the most points
* Order for ties for a day:
  + Whichever team had the better head-head record
  + Whichever team had the longer win streak

# Finals Week

* Finals Week runs for exactly 5 breaks.
* It will run from the Monday of week 8 (of school) until the Monday of week 9 (first day of shutdown).
* Instead of the typical first-to-score-wins setup, the first four days of finals will be best-of-3’s (essentially first to two scores).
* **IMPORTANT NOTE: This week will have 2’s and 1’s in play.**
  + **This means any three’s are considered two points, aka an automatic win**
* Additionally, the Monday/Tuesday is considered one ‘round’, and the Wednesday/Thursday is considered another ‘round’.
  + This means that you must perform well over two days to receive the winning points on the ladder.
  + As each best-of-3 will most likely take a long time, this rule is designed to make long games not take up the whole day.
* The scoring on the ladder is 4/2.5/1 (1 point extra for first place, 0.5 points extra for second, no extra points for third) during the finals (excluding the last day).
* The last day of the tournament, which will be on the Monday of shutdown, will last for ~1.5 hours.
  + The time that it will take place is to be determined.
  + On this day, games are best-of-5.
  + Each win gives your team one point, the losing teams gains none.
  + If, somehow, there is a draw after the last game of the tournaments, the teams who are tied will face off.
    - This game will be a best-of-7 to make it extremely exciting.
  + If possible, the games will be filmed.
* There will a ‘Finals MVP’, which will be voted on by the LTBO players.
  + The MVP will be announced on the ‘presentation day’

## Timeouts

* In the final week of the tournament, each team is allowed 1, 1-minute timeouts each break (2 on the final day).
  + 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

Officially approved by the Lunch Time Basketball Organisation



*This Rule Book is subject to change. Changes will be announced on the official website. Changes will not occur after the fourth week of the tournament.*