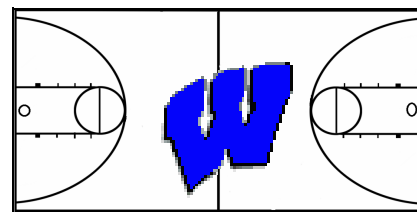


RIGHTSTOWN FULL-COURT CLUB



Tournament Rules:

1. **Team Roster:** Only the Four players listed on the team roster will be allowed to play.
2. **Basketballs:** Teams will provide their OWN warm-up balls. Game balls will be provided.
3. All games to be officiated by one referee. A scorekeeper/clock attendant will be provided. The referee has the final decision on all disputes.
4. **Game Length:** There will be one clock for all courts. Twenty-minute games or 21 points. The clock will stop with ten-minutes left and again when five-minutes remain in the game. These two time-outs will each be one-minute and thirty-seconds in length and result in alternating possession after each time-out.
5. **Tie Breakers:** If a game is tied after twenty-minutes, a player from each team will shoot two free throws to determine a winner. If still tied, another player would shoot two free throws and etc. until the tie no longer exists.
 - Pool tie breakers:**
 - 1st Fewest overall losses
 - 2nd Head to Head (if only two teams)
 - 3rd Defensive points allowed for 1st three games
 - 4th Offensive points allowed for 1st three games
 - 5th Coin flip
6. **Scoring:** For grades 2nd through 4th, all field goals and free throws will count as 1 point. For grades 5th through 8th, field goals made inside of 3-pt line and free throws will count as 1 point and all field goals made outside the 3-pt line will count as 2 points.
7. **First Possession:** Winner of pre-game coin flip takes first possession.
8. Substitutions are to be made on dead ball situations only.
9. Three seconds in the lane will be called.
10. On every **possession change** including a made basket, jump ball, ball out-of-bounds or violation, the ball must be **checked in appropriately by the defense at the top of the three-point line**. There will be **alternating possession on jump balls**. The ball remains live when the defense gains possession on a defensive rebound or steal the basketball and the defensive team must have a player with the ball and ONE foot anywhere beyond the three-point line before they become an offensive player.
11. As soon as the ball touches the offensive player it is a live ball that can be passed, dribbled or shot.
12. **Fouls:** To encourage good clean play, the following rules will be in effect:
 - 0-6 Team Fouls:** All fouls are non-shooting; ball possession goes to non-offending team.
 - 7-9 Team Fouls:** All fouls will result in one (1) free throw attempt for the non-offending team. If free throw is good, 1 point is awarded and ball possession goes to non-shooting team. If free throw is missed, ball possession goes to the team that was shooting the free throw. **For grades 5th through 8th,** fouls beyond 3 pt line result in 2 free throws and the non-shooting team gains possession regardless of outcome of free throws.
 - 10 or more Team Fouls:** All fouls result in two (2) free throws or three (3) free throws if beyond the 3 pt line for grades 5th through 8th. Ball possession is awarded to the non-shooting team regardless of outcome of free throws.
 - Flagrant/Technical Fouls:** All flagrant/technical fouls will result in 1 point being awarded and possession to the non-offending team regardless of the number of team fouls at the time of flagrant/technical foul. **Two flagrant/technical fouls on the same player will result in immediate player disqualification from the tournament.**
13. The referee will remove any player who is fouling excessively, without warning.
14. **Stalling:** No stalling allowed. If referee determines that stalling is occurring, the offense will be warned and the offense MUST shoot within 10 seconds. If after 10 seconds no shot is taken, a stalling violation against the offenses will result in the ball possession being given to the defensive team.