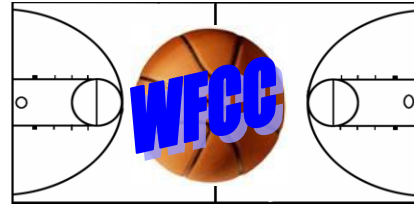




[www.wfcchoops.com](http://www.wfcchoops.com)



## RIGHTSTOWN FULL-COURT CLUB



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### 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 will be officiated by one referee. A scorekeeper/clock attendant will be provided. The referee has the final decision on all disputes. Teams will not be able to call any timeouts at any time during game.
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. **Overtime:** In case of a tie, all members from each team will shoot one free throw. All members of one team shoots their free throws. Then the second team members all shoot. Repeat complete process until tie is broken. Team that wins will receive 1 additional team point. If any team only has 3 players, they are at a disadvantage.
6. **Pool tie breakers:**
  - 1<sup>st</sup> Fewest overall losses
  - 2<sup>nd</sup> Head to Head (if only two teams)
  - 3<sup>rd</sup> Defensive points allowed for 1<sup>st</sup> three games
  - 4<sup>th</sup> Offensive points scored for 1<sup>st</sup> three games
  - 5<sup>th</sup> Coin flip
7. **Scoring:** 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.
8. **First Possession:** Winner of pre-game coin flip takes first possession.
9. Substitutions are to be made on dead ball situations only.
10. Three seconds in the lane will be called.
11. 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 3 pt line**. There will be **alternating possession on jump balls**. The ball remains live when the defense gains possession on a defensive rebound or steal of the basketball and the defensive team must have a player with the ball and **ONE** foot anywhere beyond the 3 pt line before they become an offensive player. There are **no free take backs**. If defensive team gets a defensive rebound and loses ball before the ball is taken back behind the 3 pt line, the ball does **NOT** have to be taken back behind 3 pt line since it already has been taken back by original offensive team that has ball.
12. As soon as the ball touches the offensive player it is a live ball that can be passed, dribbled or shot.
13. **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. **All** shooting 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 shooting foul beyond the 3 pt line. Ball possession is awarded to the non-shooting team regardless of outcome of free throws. Free throws can be attempted after the buzzer sounds at the end of any period if foul occurs before the buzzer.

**Defensive fouls with made basket:** Team that scores will get the point for the basket and defensive team will get the ball but a team foul is assessed with no free throw attempts.

**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 or coach will result in immediate player disqualification from the tournament.**
14. The referee will remove any player who is fouling excessively, without warning.
15. **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.