



St. Mark Festival 2016

Mahragan AlKeraza



Midwest Coptic Orthodox Churches Basketball Rules

- **ONLY 3rd-12th graders will participate in this competition.**
- **Note: Each person wishing to take part in the Mahragan must take the written Spiritual exam to be able to participate in other activities. There will be NO exceptions to this rule.**
- **IF ANY CHURCH TEAM IS LATE 5 MINUTES IN THIS SPORT, THEY WILL AUTOMATICALLY BE DISQUALIFIED!!!!!!!!!!!!!!**
- **Regional Sports Competition is on Saturday, August 13.**
 - Each church can have up to 3 teams:
 - Team 1: 3rd-5th grade (mixed between boys and girls)
 - Team 2: 6th-8th grade (mixed between boys and girls)
 - Team 3: 9th-12th grade (boys only)
 - Team 4: 9th-12th grade (girls only)
 - Each team will consist of up to 8 players with 5 players on the court at a time.
 - Games will be played in 2, ten minute halves with the clock continuously running.
 - Scoring will consist of 2 point and 3 point baskets.
 - Each team will be allowed 1 timeout per half to stop the clock and make substitutions. Both teams may have substitutions during either team's timeouts. Substitutions will also be allowed at halftime.
 - The timeouts will be 30 seconds in length.
 - 30 seconds for half time.
 - In the interest of time, there will be no free throws except in the event of egregious fouls. If an offensive player commits a foul, the defense will get the ball. If a defensive player commits a foul, the offense will simply retain possession

"Taste and See"

"Oh, taste and see that the Lord is good; blessed is the man who trusts in Him!" (Psalms 34:8)

- In the event there is an exceptionally hard foul, or if it is obvious to the referee that the foul was committed simply to prevent an easy basket, two free throws will be awarded
 - Time will be stopped if free throws do occur
- A ball that touches a player or official is the same as the ball touching the floor at that location.
- A ball handler, who dribbles from the backcourt toward the frontcourt, is only in the frontcourt once the ball and both feet pass the half court line.
- Basket interference occurs once the ball is in, on or within the basket and a player touches the ball, the net, or any part of the basket.
- High School Basketball rules state that basket interference also occurs when the ball is touched while it is in the imaginary cylinder above the rim.
- Interference can also occur if a player puts their arm up through the cylinder of the rim to hit the ball.
- Blocking is illegal when it impedes the movement of the opponent when they have the ball or if they do not have the ball.
- Charging is illegal when there is contact caused by pushing or moving into a player's torso.
- High School Basketball Rules states that closely guarded occurs when an offensive player is in possession of the ball and their opponent/defender is within 6 feet of them.
- When a player attempts a shot and one of their teammates commits a foul, there is no continuous motion if the shot has not been released. If the ball has been released and is in flight, there should be continuous motion on the play.
- High School Basketball Rules states that a dribble is allowed after it is batted into the air, only if the ball is allowed to hit the floor before the ball handler's hands.
- Incidental contact between two opponents should be considered incidental when it does not interfere from their normal movements. A foul should not be called.
- When setting a screen, high school basketball rules states: the screener may face in any direction; time and distance are relevant, the screener must be stationary except when moving in the same path and direction as the defender.
- When a screener approaches a defender from the side or front, the screener can be anywhere as long as contact is not made.

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- High School Basketball rules states that a screener that comes up to the defender from behind, the screener needs to give the defender a distance of one normal step backward without contact.
- When a screener wants to set a screen on a moving defender, they must allow enough time and distance for the defender to avoid the screen.
- From a legal defensive stance, a defender may rise or jump vertically (occupying their vertical plane).
- The defender's arm may be raised (within their vertical plane) as the defender is on the floor or if they jump in the air.
- If the defender moves any part of their body outside of their vertical plane, it should be called a foul.

Tournament Rules

- Assuming there are 4 teams in each division, the tournament will be conducted as follows:
Round 1: Team 1 v Team 2

Team 3 v Team 4

Round 2: Team 1 v Team 3

Team 2 v Team 4

Round 3: Team 1 v Team 4

Team 2 v Team 3
- At the end of the 3 rounds, the two teams with the best record will play to determine the champions. In the event of teams having the same record. Points scored will be the tiebreaker. If they are still tied, points allowed will be used as a tiebreaker.

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