

Basketball Format ... 6 v 6 (3 Men v 3 Men on one end, 3 Women v 3 Women on the other end playing alternatively, but to one total score).

Unique 6 v 6 Rules:

1. Each team has six players, three women on one half, three men on the other half, at a time. Players never cross half court.
2. The sides take turns playing three on three to one of the following conclusions:
  1. Offensive team scores.
  2. Defensive team steals the ball or rebounds a missed shot.
3. At the conclusion of the possession, the referee will signal to the other half of the court to check the ball at mid-court and begin the possession on the opposite half of the court. The ball must be "checked" with the defense prior to the start of each possession. Play may resume with a pass OR dribble.
4. Players are limited to TWO dribbles.
5. Men will play with a standard men (boys 15 and up) Size 7, 29.5" ball. Women will play with an Intermediate Size 6, 28.5" ball.
6. At the beginning of each game the home team will determine if they want possession of the ball first OR which gender they want on offense in the first half.

Standard Rules:

#### **PRE-GAME**

1. Both teams will warm-up at the same time prior to the start of the game.
2. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
3. Teams must be at their court at the scheduled game time, even if games are "running behind" for any reason (inclement weather, slow play, etc...). The players are ultimately responsible for obtaining accurate scheduling information and being at their court to play when their game is to begin. Game time is forfeit time.

**SPECIAL NOTES:** Be at your court 15 minutes before the scheduled game time and stay there until your game is played.

Dunking is allowed during games only. NOT during warm-ups.

#### **OFFICIALS DUTIES**

1. The Official will call all fouls and violations.
2. One (1) Official assigned per court.
3. The Official has absolute authority to control play on his or her court, including the right to 'sit' a player for a period of time, eject a player(s) from a game or games, and/or eject a player(s) from the tournament. Higher authority cannot change the judgment decisions of the Official. Only questions concerning rule interpretation are appealable.
4. Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.

#### **TIME LIMIT/SCORING**

1. A field goal is worth 1 point.
2. A successful goal from behind the 3-point arc is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. All games will have two 20-minute running clock halves. (The clock will be stopped only during timeouts, injury or on free throws within 1-minute of the conclusion of the half/game.)
4. The team leading at the end of regulation will be declared the winner.
5. If the game is tied after regulation the team captains will “Rock, Paper, Scissors” and the winner will determine if they want possession of the ball first OR which gender they want on offense in the first half.

### **TIME-OUTS AND SUBSTITUTIONS**

1. Each team is allowed two (2) one minute time-outs per game.
2. If play is stopped by a teammate or referee to attend to an obvious injury, then the injured player must sit out at least until the next dead ball.
3. Player substitution is permitted during any dead ball situation.

### **LIVE BALL / DEAD BALL / POSSESSION**

1. At the beginning of each game the home team will determine if they want possession of the ball first OR which gender they want on offense in the first half.
2. The ball will change possession after each scored basket (i.e. no possession/no make it take it).
3. Jump balls will be called by the referee and will alternate possession.
4. The top, bottom and sides of the backboard are in play; however, the back of the backboard and the support structure of the basket are not in play.
5. The ball must be checked by an opposing player before it is put into play after a dead ball or made basket. The player may pass or dribble the ball in while standing at the top of the court to begin play.
6. All fouls and violations will be played out-of-bounds beyond the 3-point line at the top of the court.
7. A ball out-of-bounds will be taken out at the top of the court.
8. 10-Second Rule. When taking the ball out-of-bounds, a player shall have ten (10) seconds to put the ball into play. A player shall also have ten (10) seconds to initiate any free throw attempt. In either case, the referee is responsible for determining when a violation occurs, which will result in loss of possession of the ball.
9. Any infraction of these regulations will result in loss of possession of the ball.

### **FOULS AND FREE THROWS**

All Shooting fouls will be handled in the following manner:

- When the basket is made – count the basket and whether the ensuing free throw is made or missed, possession goes to the defensive team.
- When the basket is missed – whether the ensuing free throw is made or missed, possession goes to the defensive team.

**NOTE:**

One (1) free-throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.

1. Non-shooting fouls-on and after the 7th team foul-will be handled in the following manner:
  - o If the free throw is made or missed, possession goes to the defensive team.
  - o If a foul is committed as time runs out, a free throw will be awarded to the fouled player.
2. All free throws are dead balls.

**FREE THROW OPTION:**

In any free throw situations, (including technical fouls), the designated shooter may, at his or her option, choose to shoot from the free-throw line for one (1) point, OR from behind the 2 point line for 2 points. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt. If the 2 point shot is chosen, the non-shooting team will be awarded the ball regardless of whether the shot is successful or not (Exception:Technical Fouls).

3. All technical fouls will be counted as a team foul.

**TECHNICAL FOULS – PLAYER MISCONDUCT, FLAGRANT AND INTENTIONAL FOULS**

DEFINITION: The Official may assess a Technical Foul for any misconduct, flagrant, or intentional fouls committed by a player(s).This may include:

1. A Contact Foul intended to hurt an opponent, fan or Official
2. Vulgar or verbally abusive behavior
3. Other misconduct deemed inappropriate by the Official (e.g. intentionally kicking the ball, etc....) or
4. A contact foul designed to neutralize an opponent's obvious advantageous position.
5. Fighting and/or 'Throwing a Punch' automatically results in a Technical Foul assessed against the players(s) involved. Free Throws will be awarded as described above and will result in immediate dismissal of the player(s) from the tournament.
6. A Technical Foul will be counted as a Team Foul.
7. Continuous misconduct, intentional and or flagrant fouling by a team or player may result in dismissal from the game or tournament at the discretion of the Official or other Tournament Official.
8. Any player ejected will be automatically banned from participation in future tournaments for a period of one (1) year.

**NOTES:**

- Committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her teams' next game.
- To assess the technical foul, the referee will follow the Free Throw format above, BUT, the shooting team will retain possession of the ball, following the shot.

**MISCELLANEOUS**

1. No alcoholic beverage will be allowed on-site.

2. The Team Captain is always the team spokesperson, not a coach, family member, spectator, or one of the other players. We ask that all coaches and family members play “the role of a spectator only”.
3. Jewelry (earrings, rings, watches, etc...), hats, bandanas, and/or casts are not allowed to be worn by players during tournament games. Any player that refuses to remove any such item prior to play, is not eligible to participate in that game.