



Rules & Regulations

Pre-Game

1. All games may start and be completed with any number of players (3,2,1).
2. Both teams will warm-up at the same time prior to the start of the game.
3. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
4. 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 decisive point of reference for scheduling procedures shall be the Bracket Area, not verbal information provided by a Game Official or Tournament Manager. The players are responsible for obtaining accurate scheduling information and being at their court to play when their game is to begin. Game time is forfeit time. Information given by the Game Official or Tournament Manager is not final.
5. SPECIAL NOTE: It is suggested that you be at your court 15 minutes before the scheduled game time and stay there until your game is played.
6. No dunking allowed – warmups or games. Any participant registered to play in the tournament observed dunking on any basket at any time may be dismissed from the tournament. Entry fee will not be refunded.

Officials & Responsibilities

1. One (1) or two (2) officials on court as determined by the tournament manager.
2. Disputes or questions on interpretation are settled by the tournament manager.

Players & Substitutions

1. Each team must have four (4) players on their roster and be registered as a team by the predetermined entry deadline. Additions and/or changes made prior to registration will be allowed. No changes will be allowed after a team’s first scheduled game. Once a player has registered on-site, no substitution can be made for that player.
2. A roster consists of four (4) players. A game may start with a minimum of two (2) players.
3. Player substitution is permitted during any dead ball situation. Players must “check-in” at the scorer’s table prior to entering the game. In case of obvious injury, injured player must sit out at least until the next dead ball.

Official Game Time

1. "One Hour Rule" – Any game(s) that begins more than one hour after the original scheduled time, the game winning scores will be reduced by five (5) points, until a time where games begin within one hour of the scheduled start time. The rule will be applied on a court-by-court basis. The Tournament Manager will have the authority to implement its use. (This rule will be utilized under certain circumstances, due to slow play).

Time Limit/Scoring

1. A field goal is worth two points.
2. A successful goal from beyond the arc is worth three points. The player shooting must have both feet completely behind the arc when initiating the attempt.
3. The following scoring rules apply for the TOP MEN'S and TOP WOMEN'S Division: Winner Bracket Games-20 points win by two, up to a maximum of twenty-five points. (Example: 20-18, 23- 21, 25-24) Loser Bracket Games-15 points win by two, up to a maximum of twenty points.
4. All games will have a 20-minute time limit. The Official starting time will be recorded by the Official on the scoresheet, The Official Time will be under the authority of the Official. (The Official Time will be stopped only during timeouts – regular and/or injury.)
5. The team leading at the end of the 20-minute time limit will be declared the winner.
6. If the game is tied after 20 minutes of play and no team has reached the required number of points to win the game, the Official will flip a coin to determine team possession. The first team to score will win the game.

Time-Outs/Substitutions

1. Each team is allowed one (1) 30-second time-out per game.
2. If play is stopped by a teammate or Official to address 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. All jump balls go to the defensive team.
2. The ball must be "taken back" to the marked line on the court on every change of possession. "Taking back" means both feet and the ball behind the take back line. Violation occurs only if a basket is made by the team failing to properly "take it back" and will result in loss of point scored and possession of the ball will go to the other team. If the ball is not "taken back" and then advanced, any other violation, common foul, offensive foul, intentional, flagrant, or technical foul called by the official will be honored. Exception: If a player is fouled in the act of shooting and makes the basket prior to properly "taking it back," the foul will be honored; however, no points will be awarded.
3. After all successful shots, the ball must be checked by the defense and passed in by the offense.
4. Each team is allowed (1) one minute time out per game.

5. Player will foul out of the game on his or her sixth personal foul.

Fouls and Free Throws

1. All Shooting fouls will be managed in the following manner:
 - A. When the basket is made – whether the ensuing free throw is made or missed, possession goes to the defensive team.
 - B. When the basket is missed – if free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession. 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.
2. Non – shooting fouls – on or after the seventh team foul – will be managed in the following manner:
 - If the free throw is made, possession goes to the defensive team.
 - If the free throw is missed, the offensive team retains possession.
 - If a foul is committed as time runs out, a free throw will be awarded to the fouled player.
3. Double Foul – In the case of a Double Foul, the offensive team will retain possession.

Technical Fouls – Player Misconduct, Flagrant, and Intentional Fouls

1. DEFINITION: The Official may assess a Technical Foul for any misconduct, flagrant, or intentional fouls committed by a player(s).
2. This may include: A Contact Foul intended to hurt an opponent, fan or the Official • Vulgar or verbally abusive behavior • Other misconduct deemed inappropriate by the Official (e.g., intentionally kicking the ball, etc.....) or • A contact foul designed to neutralize an opponent's obvious advantageous position.
3. PENALTY: A choice between two (2) Free Throws from the Free Throw Line for one (1) point each. The player shooting must have both feet completely behind the line when initiating and completing the attempt.
4. The Team Captain may designate the player to shoot.
5. The Offended Team will retain possession of the ball whether the shots are made or missed.
6. Any player committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her teams" next game.
7. 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.
8. A Technical Foul will be counted as a Personal Foul and Team Foul.
9. 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 Manager.

10. Misconduct by a player and/or team while playing in their final game of the tournament or after already being eliminated from competition in the tournament, and/or while acting as a spectator at another game, may jeopardize that player and/or team from further participation in that tournament and/or future Uptown Circleville Tournaments, at the discretion of tournament officials.

Five Second Rule

1. A player shall not remain for five (5) seconds in that part of his/her free-throw lane between the end line and the farther edge of the free throw line while the ball is in control of his/her team. Allowance shall be made for a player who, having been in the restricted area for less than three seconds, dribbles in or moves to try for goal. The count shall not begin, or it shall be terminated during an interrupted dribble.

Miscellaneous

1. No alcoholic beverage will be allowed for player consumption on-site.
2. HIV/AIDS – The Game Official, Tournament Manager, or Medical Personnel shall order any player who is bleeding or has blood on his/her skin, shirts, shorts, or uniform to leave the game for appropriate treatment. The player may not return until the bleeding has been stopped, the injury covered with medical dressing and the player's clothing is rid of any bloodstains. Re-entry into the game will be at the discretion of the Official. Return to the game must take place on a dead ball situation.
3. The Team Captain is always the team spokesperson, not a coach, parent, spectator, or one of the other players. We ask that all coaches and parents play the role of a spectator only.
4. 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.