

# RULES

## ATTENTION PARENTS AND PLAYERS:

This event is designed for grades 5 and up. We would like all of our participants to have a fun and positive experience during this fundraiser. Please note that inappropriate language and/or behavior directed at players or referees will not be tolerated. NO ONE NEEDS TO BE INJURED! So be a GOOD SPORT, keep it clean and have fun! We respectfully ask that you clean up your seating area after you are done playing your game.

## REFEREE:

Referees are a very important part of the Shine Like George tournament. REMEMBER: They have VOLUNTEERED their time so you can play in the tournament. They are NOT professional referees. They are NOT being paid. They try to do their best. Please treat them with respect and extend a thank you for a job well done.

## PLAYER | TEAM INFORMATION:

One parent from each team must be present for supervision of the 5-8th grade divisions. All teams MUST check in at Registration table on the day of the tournament at least 30 minutes prior to initial game time and tee shirts will be given out. Each team must provide a game ball.

## GAME RULES:

The game will start with a flip of a coin. The ball will be put into play past the arc. Each game will be 15 minutes long with running clock except in the case of injury. The scorekeeper will keep the game clock. Jump balls will alternate possession. After a basket the opposing team will put the ball in play past the arc. An opposing player must check the ball before it is put into play. The player must pass the ball in while standing out of bounds at the top of the court to begin play. On a change of possession, steal or rebound, the defensive team must take the ball beyond the 3 pt line to establish itself as the offense. Even on an air ball, the defense must take the ball outside the arc. All substitutions can be made after a basket or any stoppage of play.

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## TIME LIMIT | SCORING:

A field goal is worth 1 point. A successful goal from behind the arc is worth 2 points. The player shooting must have both feet behind the line when initiating the attempt. Game winners: 15 points, win by 2, up to a maximum of 20 points (example 15-13, 18-16, 20-19) All games will have a 15-minute time limit.

The team leading at the end of the 15 minute time limit will be declared the winner. If tied there will be a foul shot shoot out. One shot by each team member. Best of 4 shots will win or the game will continue with that format until there is a winner.

## FOULS | FREE THROWS:

### *All shooting fouls:*

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 - if the free throw is made, the possession goes to the defensive team. If the free throw is missed-the offensive team retains possession.

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.

### *Non Shooting Fouls:*

On or after the 5th team foul-will be handled in the following manner: If the free throw is made-possession goes to the defensive team. If the free throw is missed-possession stays with the offense team. Player receiving a technical foul is OUT of the tournament. Player may not be replaced.

## AWARDS:

Awards will be given out after each division has completed their bracket.