

## Neenah StreetBall Tournament Rules

The following rules are intended to ensure fair play for all participants. StreetBall promotes sportsmanship as a crucial aspect of the tournament. Observance of the rules, along with sportsmanship and respect for opposing team members and officials helps ensure a safe and enjoyable weekend for everyone.

NFHS Basketball Rules will be followed in determining violations and fouls, except for changes below. Also, note that 3-seconds in the lane and 5-second closely guarded rules will not apply as court size is limited in 3-on-3.

### SPORTSMANSHIP

Good sportsmanship is expected from all participants and spectators at StreetBall. Either the team captain or designated parent (if applicable) is responsible to aid in controlling the conduct of teammates and team followers and will act as the sole team spokesperson at all times. Poor sportsmanship could result in the assessing of penalties against a team in either the Technical or Flagrant foul categories (see Fouls). Failure to comply with the sportsmanship standards of StreetBall, with such acts as fighting, taunting, intimidating, excessive arguing, or verbally attacking a player, spectator, or tournament official can lead to the immediate removal of the offending player, team, or spectator from the tournament. Removal from the tournament will, at a minimum, result in the suspension from the next year's StreetBall event. No alcoholic beverages will be allowed on-site. Drunken or disorderly players will not be allowed to play.

### NUMBER OF PLAYERS

Teams may consist of either three (3) or four (4) players that are registered by the tournament entry deadline. The players listed on the team entry form as accepted by StreetBall are the only ones eligible to play on that team. Under no circumstances will player/roster substitutions be allowed after the tournament begins. Any number of players (1, 2, or 3) may complete a game. Players may appear on only one team for the tournament. If any player appears on more than one team, that player will be expelled from the tournament.

### PLAYER ELIGIBILITY

Player eligibility will be strictly enforced throughout the tournament with the use of ID bracelets. Each player must register prior to the beginning of the games. ID bracelets will be put on at this time and **MUST BE WORN DURING THE ENTIRE TOURNAMENT**. Referees, court monitors, or StreetBall officials will check each player's ID bracelet before every game. No participant will be allowed to play in the tournament without an ID bracelet being worn.

### AUTHORIZED EQUIPMENT & APPAREL

No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous piece of equipment on his/her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster, or metal, even if the equipment is covered with soft padding. Soft braces, sleeves, and wraps will be allowed unless they pose a danger to other players. StreetBall tournament officials retain the right to disallow any equipment or apparel that they deem to be dangerous or inappropriate.

Each team must bring two shirts of matching colors to aid in identifying each team for fouls and scoring.

### BASKETBALL SIZE

Women's and youth divisions (6<sup>th</sup> grade & under) will use the 28.5 size basketball. The full size basketball will be used for boy's entering grades 7<sup>th</sup> & above and all men's games.

### KEEPING SCORE

A basket is worth one (1) point. A successful basket behind the two-point arc is worth two (2) points. A player must have both feet behind the line to be considered a made shot to be counted as 2 points.

All games will be played up to 16 points, win by one (1) point, or team with highest total at the end of the 25 min. time limit.

Upon completion of each game, a representative from the winning team will take the final score sheet to the Score/Bracket Area.

It is required that the winning team of each game supply two (2) scorekeepers to keep points and track fouls for the following game on the same court. He/she will sign a score sheet upon completion of the game affirming the winning team. **Failure to do the above will result in the non-cooperating team's next opponent being awarded four (4) points.**

## **WARM UP TIME**

Both teams will have warm-up time prior to the game at their assigned court. Warm-up time is dependent upon the weather and adherence to the tournament game schedule, and may be as little as 3 minutes.

## **WHO RECEIVES THE BALL FIRST?**

At the start of each game, a coin will be tossed to determine which team gets the opening possession.

## **FOULS**

From the beginning of the game, one (1) free throw will be given for shooting fouls inside the 2-point arc, two (2) free throws will be given for shooting fouls outside the 2-point arc, and a plus-1 free throw will be shot for any shooting foul in which the attempted shot is made. The ball will then alternate possession after the free throw. Upon the 7<sup>th</sup> team foul, the opponent will have the choice to shoot one (1) free throw and get the ball back (make or miss) OR have the choice to attempt a 2-point shot and not retain the ball on a miss and retain the ball on a make.

**\*\* A technical foul results in one (1) point for the opponent plus possession of the ball.**

**\*\* A flagrant foul results in two (2) points for the opponent plus possession of the ball.**

### **Technical Fouls**

A technical foul will be administered for unsporting acts such as taunting, baiting, or trash talk. Taunting and baiting can include derogatory remarks or gestures that incite or insult a player. Trash talk involves a verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for that game and possibly the rest of the tournament. Also, a technical could be assessed for swearing, this is a family event and we expect no swearing.

### **Flagrant Fouls**

A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeing, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialog which is extreme or persistent, aggressive, or abusive. Players committing a flagrant foul will be suspended from play for the remainder of that game or for the rest of the tournament.

A technical, or flagrant foul cannot be called by a player. A referee, court monitor or StreetBall official will make the call. Their decision is final.

## **WHO CAN BE ON THE COURT?**

Only the assigned players and teams are allowed to occupy the court at any time during a game.

## **LENGTH OF GAME**

The first team to reach sixteen (16) points within twenty-five (25) minutes of play is declared the winner, The twenty-five (25) minute clock will be stopped during team time-outs and if the referee, court monitor or StreetBall official stops play for a player injury or other unusual circumstance. In all situations, the referee, court monitor or StreetBall official can declare a technical foul if he/she determines that a team is intentionally stalling to run out the clock. If neither team has reached a score of sixteen (16) points, the referee, court monitor or StreetBall official shall stop the game after twenty-five (25) minutes of play.

If a score of 16 is not achieved within 25 minutes, and a team has a lead of one or more points, that team is declared the winner. If the teams are tied at the end of the time limit, overtime will occur as follows: each team will get one (1) possession with the ball for a chance to score, all scoring opportunities continue including shooting fouls and the plus-1 on shooting fouls. First choice for possession or to defer possession will be determined by coin flip. The team to call the coin flip will be the opposite of the team which called the initial coin flip to start the game. If still tied after each team has had a possession, play will continue with the same format except to change that the team which had the initial or prior OT first possession will next have the 2<sup>nd</sup> possession and will continue this change for all additional OT's. Overtime will continue until a winner is determined.

## **FALSE INFORMATION (TEAM & PLAYER)**

If player(s) information is falsely listed on the entry application, the player(s) will be disqualified from the tournament and the opposing team in the next game will be awarded 4 points. Discovery at any time during the tournament of falsified team information will result in the disqualification of the entire team.

## **CHANGE OF POSSESSION**

The possession is exchanged after every made basket, and plus-1 free throw attempts. Ball will also change possession if the shooting team elects the 2-point shot attempt option beginning with the opponents 7<sup>th</sup> foul. Ball will also change possession on any normal dead ball situation which would deem a possession change. There will be no "make-it-take-it" rule. The ball must be thrown in from out-of-bounds at the top of the court. The ball and both feet of the player must be out of bounds to qualify and must be "checked" by the opposing team before it is inbounded. No shots may be made before the ball is thrown in.

## **TAKING IT BACK**

The ball must be "taken back" on each exchange of possession regardless of whether a shot was attempted. Failure to properly "take-it-back" will result in loss of possession and any points just scored. "Taking it back" means bringing your whole body, both feet and the ball behind the two-point arc.

## **BALL OUT-OF-BOUNDS**

A ball out of bounds will be taken out from the back court line.

## **BOUNDARIES**

The top, bottom and side of the backboard are all considered in play, however, the back of the backboard and the structure are considered out of bounds.

## **JUMP BALL**

In a jump ball situation, possession will go to the defense. A team is on defense until they obtain control of the ball and officially takes it back beyond the 2-point line to make an official change of possession.

## **DUNKING**

Dunking is not allowed at any time, including during warm-ups. Dunking will be ruled an unsporting act and will result in a Technical foul.

## **TIME OUT**

Each team is allowed a single one (1) minute time out per game. A technical will be charged for any time outs taken in excess of one per team.

## **PLAYER SUBSTITUTION**

Player substitution is allowed during a time out or any dead-ball situation.

## **PLAYER INJURY**

In case of injury, the referee, court monitor, or StreetBall official has the discretion to suspend play for the safety of the injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. In the case of an injury that causes a stoppage in play, an additional time out may be allowed at the discretion of the referee, court monitor, or StreetBall official.

## **GAME TIMES**

All printed schedules are effective through only the first game for all teams. **Following the tournament's first game, each team is advised to maintain contact with their court and StreetBall officials at the main stage for all official schedules, times, courts, revisions, and general game information.** Teams must be ready to begin play no later than their scheduled start time and games will move ahead of schedule if the court is ready. **BE AT YOUR COURT 30 MINUTES BEFORE SCHEDULED TIME.** Teams not at their court when the court is ready to begin their game are given a 5-minute grace period before a forfeit is enforced. Teams are encouraged to remain in the vicinity of their court to be aware of scheduling changes that could occur mainly due to inclement weather or other unexpected delays. Inclement weather and non-playable situations may result in the modification or cancellation of the tournament. Under these unlikely circumstances, team entry fees will not be refunded.

*If games are running early, games will play ahead of schedule. It is your responsibility to notify your spectators of an early game start.*