**Scoonie Penn T.O.U.C.H. Hoops Classic**

**Rules & Regulations**

**Attention Fans & Players**

This event is designed for individuals 18 years of age and older. The Scoonie Penn T.O.U.C.H. Hoops Classic organizers want all players and fans to have a positive, fun experience.

Please note that inappropriate language and/or behavior directed at players or officials will not be tolerated. Only one warning will be given. If the incident reoccurs, persons involved will be asked to leave. Please help make this a positive event.

Thank you in advance for your cooperation, and we look forward to seeing you.

**Volunteers**

Volunteers are a very important part of the Scoonie Penn T.O.U.C.H. Hoops Classic Tournament. They are an integral part of running a successful tournament.

**REMEMBER:**

**1.** They have volunteered their entire weekend (12 hours per day), so that YOU can enjoy this tournament.

**2.** They are not being paid. They receive on-site meals for their time and efforts. They try to do their best. Please treat them with respect and extend a thank-you for a job well done.

**Player Information & Eligibility**

**1.** Each team must have a minimum of five (5) players on their roster ages 18 and older and be registered as a team by the predetermined entry deadline, June 23rd, 2013. **Additions and/or changes on rosters will not be permitted under any circumstance after the entry deadline, 11:59pm June 23, 2013.**

**2. Players may appear on only one (1) team Roster.** Any player appearing on more than one (1) team roster will be automatically disqualified from participation in tournament.

**3. Photo identification for each player (e.g., birth certificate, state driver’s license, other photo ID) is required at on-site registration.** ID bracelets will be issued at that time. The ID bracelet must be worn at all times to participate in the Scoonie Penn T.O.U.C.H. Hoops Classic tournament. **Players must be prepared to show ID wristband and/or identification throughout the tournament weekend and prior to each game.**

**4. If any of a player not listed on the team application attempts to register,**

**at the sole discretion of the Scoonie Penn T.O.U.C.H. Hoops Classic organizers, the team may be eliminated from participation in the tournament.** Discovery at any time after registration of the player in question may also result in elimination of the whole team from further competition and/or forfeited games.

**5. Eligibility problems will be enforced from point of discovery. No replay of games or adjustments will be allowed for previous contests and standing involving the team in question.**

**NO REFUNDS WILL BE GIVEN FOR ANY REASON AFTER THE ENTRY DEADLINE!**

**Game Regulations**

The Scoonie Penn T.O.U.C.H. Hoops Classic will follow the National College Athletic Association (NCAA) Rules and Regulations. **The ONLY EXCEPTIONS** to the NCAA Rules and Regulations are as followed stated hereafter.

**PRE-GAME AND SCHEDULING**

**1.** All games may start and be completed with 9,8 7,6,5,4,3, or 2 players.

**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 final point of reference for scheduling procedures shall be the Bracket Area, **not verbal information**. 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.

**5.** SPECIAL NOTE: We suggest you be at your court 15 minutes before the scheduled game time and stay there until your game is played.

**6.** No dunking allowed in warm ups. Any participant registered to play in the tournament observed dunking on any basket at any time other than during a game may be dismissed from the tournament. Entry fee will not be refunded. (Exception – Slam Dunk Contest).

**7.** Note: Dunking is allowed during games only. NOT during warm-ups.

**TIME-OUTS AND SUBSTITUTIONS**

**1.** Each team is allowed two (2) one minute time-out per game.

**2.** If play is stopped by a teammate or referees 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.** A jump ball before the start of the game will determine who gets the first possession.

**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 referees and will be allocated according to alternating 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.** Only dead balls must be checked by a referee before it is put into play. The player must pass the ball in while standing out-of-bounds to begin play.

**6. 5-Second Rule.** When taking the ball out-of bounds, a player shall have five (5) seconds to put the ball into play. A player shall also have five (5) seconds to initiate any free throw attempt. In either case, the referee or Official is responsible for determining when a violation occurs, which will result in a loss of possession of the ball.

**7.** Any infraction of these regulations will result in loss of possession of the ball.

**MISCELLANEOUS**

**1.** No alcoholic beverage will be allowed for player consumption on Ohio Dominican University’s campus.

**2.** HIV/AIDS – The referee 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 as determined by the referee. Re-entry into the game will be at the discretion of the referee. Return to the game must take place on a dead ball situation.

**3.** The Team Captain is always the team spokesperson, not one of the other players. We ask that all coaches, fans, 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.

**OFFICIALS AND DUTIES**

**1.** Two (2) or more officials will be assigned to each game.

**2.** Disputes or questions on interpretation are settled by the centre court supervisor.

**PLAYERS AND SUBSTITUTIONS**

**1.** Each team must have a minimum of five (5) players on their roster and be registered as a team by the predetermined entry deadline. Additions and/or changes made prior to entry deadline 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 a minimum of five (5) 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.

**SCORING**

**1.** A field goal is worth 2 points.

**2.** A successful goal from beyond the 21-foot arc is worth 3 points. The player shooting must have both feet completely behind the arc when initiating the attempt.

**3.** All games will have a 40 minute time limit comprised of two 20 minute halves. The Official starting time will be recorded by the Official/Time Keeper on the score sheet. The Official Time will be under the jurisdiction of the Official/ Time Keeper (The Official Time will be stopped only at the discretion of the referee and during timeouts – regular and/or injury.)

**4.** The team leading at the end of the 40-minute time limit will be declared the winner.

**5.** If the game is tied after 40 minutes of play, over time will be three (3) minutes until a winner is determined. In overtime, the referee will flip a coin to determine possession. The team with the most points after the 3 minutes of over time will win the game.

**LIVE BALL/DEAD BALL/POSSESSION**

**1.** All jump balls determined by alternate possessions.

**2.** Each team is allowed two (2) one minute time outs per game.

**3.** Dunking will be allowed only during games, **NOT** during warm-ups.

**4.** Player will foul out of the game on his or her 5th personal foul.

**5.** Dunking prior to the game will result in a technical foul.

**FOULS AND FREE THROWS**

**1.** Shooting fouls will be handled in the following manner:

A. When the basket is made possession goes to the defensive team upon dead ball rules.

**2.** Non-shooting fouls will be taken out of bounds until the 7th team foul then will be handled in the following manner:

A. If the free throws are made, possession goes to the defensive team.

B. If the free throws are missed, it is a live ball.

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

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

• A Contact Foul intended to hurt an opponent, fan or 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.

**2. PENALTY:** Two free throws and the team with possession maintains possession of the ball.

• The Team Captain may designate the player to shoot.

• The Possession Team will retain possession of the ball whether the shots are made or missed. **Any player committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her teams’ next game.**

**3. 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.

**4.** A Technical Foul will be counted as a Personal Foul and Team Foul.

**5.** 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 Referee or other Tournament Official.

**6.** Any player ejected from the Tournament for misconduct, intentional and/or flagrant fouling, fighting or throwing a punch, will be automatically banned from participation in future Scoonie Penn T.O.U.C.H. Hoops Classic Tournaments for a period of one (1) year.

**7. 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(s), may jeopardize that player and/or team from further participation in the tournament and/or future Scoonie Penn T.O.U.C.H. Hoops Classic Tournaments, at the discretion of tournament officials.**

**THREE SECOND RULE:**

A player shall not remain for three (3) 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.

**THE DOUBLE FOUL RULE**

Double Foul – In the case of a Double Foul, because no advantage is gained the offensive team will retain possession.

**Adult Rules**

**1.** Any question, complaints, or comments shall be taken up with the designated Scoonie Penn T.O.U.C.H. Hoops Classic Representative. Only the team captain may be the spokesperson for his/her team.

**2.** Referees/Officials 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. (NOTE: Even though it is not required, it is suggested that the Official check with a Scoonie Penn T.O.U.C.H. Hoops Classic Representative regarding ejection of a player from a tournament.)

**3.** Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.

**FOULS AND VIOLATIONS**

Note: Technical Fouls are the only fouls that will result in free throws before seven (7) team fouls have been committed.

**1.** Shooting fouls will be handled in the following manner **(on and after the 7th team foul)**:

A. When the basket is made – count the basket if the second free throw is made it is a dead ball and goes to the opposite team. If the free throw is missed it is a live ball.

NOTE: One (1) free-throw will be awarded to the fouled player, after a made shooting attempt (and one).

**2.** Non-shooting fouls – on and after the 7th team foul – will be handled in the standard one and one and after the 10th team foul it will be a 2-shot bonus.

A. If the 2 free throws are made, possession goes to the defensive team as a dead ball.

B. If the first or second free throw is missed, it becomes a live ball.

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

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