

SHILSHOLE BAY SHOWCASE TOURNAMENT RULES

General Rules

Number of Players: Teams must have at least 2 players to start the game. A 5-minute grace period will be allowed before a forfeit is declared (unless there was a scheduling issue by the tournament staff). You must forfeit with 1 or 0 players. A forfeit is considered 20-0 score for the winner.

Divisions: All divisions are determined off the age the players are during the tournament. If one player is older than the rest of their team, that team will need to play in the division of the oldest player.

Who Starts: Rock-Paper-Scissors before the game determines which team will get the ball first (Best of One). The ball must be checked by the defense and play begins after the first pass from behind the take back line (behind 2-point arc).

Points: 1 point is awarded for any shot made within the 2-point arc. 2 points are awarded for any shot made outside of the 2-point arc. A free throw is worth 1 point.

Score/Time/Winning: Games will be 20 minutes long OR first team to 21. If a team is winning by 1 or more points at the end of regulation, that team wins. Games will start at the designated time and time will be tracked by court monitor/ref.

Overtime: If both teams are tied at the end of regulation, the game will go into sudden death. Rock-paper-Scissors (Best of One) to determine first possession of sudden death overtime. First team to score wins in sudden death.

Tiebreaker. If standings determine who is seeded in playoffs and there is a tie, the tiebreaker will be head-to-head outcome first, points allowed second (least points allowed) and coin flip third.

Fouls

Fouls: Fouls will be called by the referee at the court. ALL called fouls will result in one free throw shot, including on a made basket ("And 1"). If a player is fouled shooting behind the 2-point arc it will result in 2 free throw shots. A change of possession (checking ball at the top) will result regardless of whether the free throw(s) are made or missed.

No Ref?: If for some reason there is no ref, the participating players will call their own fouls—specifically the person who was fouled will call the foul. (Court Monitor can only call flagrant fouls).

Intentional/Flagrant/Technical Fouls: Any of these fouls will result in one free throw and possession of the ball for the offended team. Flagrant fouls will result in automatic point and possession of the ball.

- If any player or fan makes contact with court monitor/ref, they will be automatically removed from tournament for the remainder of the weekend.

Free throws: All participants must be behind the 3-point line when a player is shooting their free throw. If a play/coach/fan obstructs a free throw attempt, the player that is shooting will get another attempt to shoot (only if they miss the first attempt).

Ball Size

All girls' divisions and boys' 10U-11U divisions will play with a women's ball (28.5"). Boys' divisions, 12U-18U will play with a men's ball. Each team is required to bring a game ball.

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Game Play

Checked Ball: The ball must be passed to begin play. The initial on ball defender must remain inside the take back line arc until the ball is passed into play. The in-bounder must pass the ball—they cannot dribble or shoot prior to the first pass.

Change of Possession: The ball will change possession after scored baskets and all free-throw attempts with the exception of Technical, Intentional or Flagrant fouls (see above). There will be no “make it, take it” rule.

Jump Ball: Alternating possessions will be used for all jump balls. Court refs will make this call.

“Taking it Back”: The ball will be “taken back” on any possession change including “air balls” and steals. The ball will be considered taken back when the players entire body and the ball is anywhere behind the take back line (2-point arc). If a team fails to take the ball back, play will be interrupted and the team with the ball will have to start possession over with a checked ball by the defense.

Timeouts: Each team will be allowed one 1-minute timeout per game (can be used at any time by the team with possession of the ball except for the last 2 minutes). 20-minute game time limit will be paused during timeouts.

Substitutions: Substitutions may be made during a timeout or a “dead ball” situation.

Stall Rule: If a team is intentionally stalling, the court ref will invoke the 15 second count which means that a team has 15 seconds to attempt a shot or else forfeit possession.

Disputes: All final decisions are made by Court Refs, Court Monitors and Tournament Directors.

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

