

BASKETBALL TOURNAMENT RULES

All other regular season basketball rules apply

Defense: no warnings for zone-defence and pressing!

A team may not press if you have a 10 point lead.

(Violation of press guidelines will result in a technical foul (two free-throws in the authentic team retaining the ball.)

Match-up Rules:

the team with the higher number of players has the option to " Match-up" the same number as the opposing team (qualify the same number) we do encourage that you play all of your players. If the opponent has less than 10 players, you must qualify at least 10 players.

Playing Time:

- A. An individual may not play more than 24 minutes In one game.
- B. Each player must play a minimum of 8 minutes, (at the end of each four-minute segment the clock to give you the option of substituting).
- C. In quarters 1, 2 & 3, substitution will consist of five players squads at four-minute intervals.
- D. All extras (members of the team that do not make a squad, i.e., with a team of 17 players you would have three squads and two extras) must play 8 minutes. in the 3rd and/or 4th quarters. When these extras are substituted, they must be substituted at four-minute intervals. (Unless match-up is in effect).
- E. Free substitution in the fourth quarter. However the extras must play their 8-minutes with 4-four-minute intervals. (Unless matchup is in effect)
- F. If a team has less than 10 players all team members must play at least 16-minutes. Substitution must be at or 4-minute intervals.
(Ex: Squad A must stay together and Squad B must stay together. - Squad A consist of players 1, 2, 3, 4, 5 Squad B consists of players 6, 7, 8, 9, 1 must stay together throughout the half. At halftime you can have a new combination, and the squads must stay together for the remainder of the game. Keep in mind no one player can play more than 24 min. (There is no free substitution with less than 10 players, squads are substituted at each break.
- G. Overtime- Unlimited substitution provided all players have been qualified.