



ECKCC Basketball Tournament 2008

Rules and Regulations

We thank you all for participating! It's a blessing that we are even allowed to conduct such a tournament, so praise God for the amazing things He has allowed us to do with our sports ministries. Please continue to pray for the tournament, that it may be solely for the glory of God, that we may grow closer to our fellow brothers in Christ and to our God in Heaven in this one day that we have to play together. Pray for the hearts and bodies of those playing, that this may be a tournament played not only with intense competition, but also discipline. Please pray! Without prayer, this tournament will be for nothing.

General Information:

- 1 This is a nine team maximum tournament, six men per team minimum with no maximum number of players.
- 2 The cost per team is \$200, split between the members of your team. Contact Jimmy Panicker about anything financial. (630.202.9700)
- 3 The tournament will be on Saturday, November 22, 2008 from 12:00 PM to 8:30 PM. Get there on time! **We are very constrained on time, and we want to get all the games in, so come sharp at 12:00 PM ready to play.**
- 4 Take off any jewelry, body piercing, things that would cause hurt or injure yourself or others, etc. (Those body piercing...)
- 5 You will wear the proper attire: basketball shoes are necessary and proper attire shall be worn as to not cause injury. Each team is required to wear attire that is in a uniform color. We would like the teams to be wearing distinguishable colors. Please be sure to submit your team color along with your rosters.
- 6 All players listed on the roster are **required** to be present at 12:30 PM tip-off of first game. Player(s) missing after 12:30 PM will not be allowed to play unless excused by the KCKCC Basketball Committee.
- 7 This is an Ecumenical Parish Team Tournament. All players must be registered parish members authorized by their vicar. No outside players will be permitted to play in this tournament

Tournament/Game Format:

- 1 A maximum of 5 minutes before the game will be a warm-up time for the game. If you wish to stretch or shoot around, the court is reserved for the two teams that are playing the next game.
- 2 Games will consist of 2 **twelve-minute** halves. There will be about a **five-minute** break in between each period. A total of 2 timeouts, each 60 seconds, will be allowed per half.
- 3 The opening of the game will consist of a tip-off, and the team, which does not gain possession of the tip, will be given the ball at the beginning of the 2nd half. The teams change baskets for the second half. All overtime periods are considered extensions of the second half.
- 4 The game will feature 2 pointers within the three-point stripe and 3 pointers beyond the stripe. A foot on the line during a three point shot is a 2 pointer. Free throws will be worth 1 point.
- 5 **The game will feature a running clock. In the first half the clock will run on everything except free throws within 2 minutes remaining in the half. In the 2nd half the clock will run on everything except free throws and on all dead balls within 2 minutes remaining in the half.**
 - Dead ball: Fouls/Turnover
- 6 Five individual fouls in a game will result in ejection.
- 7 Six team fouls will result in one and one bonus. Ten team fouls will result in double bonus. Fouls will reset at the half. (Free throws begin on sixth foul).

Fouls:

The following are fouls or violations that will be assessed.

- Any kind of defensive foul (hacking, bumping, tripping, holding, etc.)
- Blocking fouls (illegal personal contact which impedes the progress of an opponent.)
- Moving picks
- Offensive fouls (Charging, Elbows, etc.)
- 3 seconds in the paint offensive/defensive (Turnover)
- Goal-Tending (Other team is awarded basket)
- 10 seconds in the backcourt (Turnover)
- Offensive and Defensive 3 second violations in the paint (Turnover)
- Backcourt Violation - Throwing into the backcourt once offensive team has passed into their frontcourt (Turnover)
- Wrong number of people on the court (Technical)
- Out of Bounds (Turnover) *The top and the sides of the backboard are all out of bounds. A jump ball will result if ball goes out-of-bounds caused by both teams or if a ref is in doubt as to who last touched the ball
- 5-second in-bound violation – A passer must in-bound the ball within 5 sec. (Turnover)
- When a player is in the air with the ball, a timeout can be called. (Per new ISHH rule)
- Kicking (With possession: Turnover, Without possession: Reset 30 clock for offense)
- Traveling/Double dribble/Carries (Turnover)
- Delay of game – slowing down the game on the inbounds/subs/free throws/etc. (1st Warning, 2nd Technical) There will be no shot clock so this will be **ENFORCED STRICTLY**
- Swearing (Automatic Technical)
- Unsportsmanlike conduct (Automatic Technical)
- Fighting (There will be a ZERO TOLERANCE POLICY) ***This is ref's discretion.
- Technical Fouls will be counted as a team foul and a personal foul.

- 1 **Free throws** – Free throws will be awarded on shooting fouls and when a team is in the bonus. On free throws, opponents of the free throw shooter **must** be placed in the lowest blocks. The next set of blocks **must** be teammates of the shooter. The rest of the blocks may be occupied accordingly, but do not have to be occupied. Anyone not standing in a free throw block **must** be behind the three point line. Players may enter the lane after the ball has left the hands of the shooter. Stepping in too early will be a penalty resulting in either another shot (If it was the shooter's opponent) or nullifying the previous shot (Shooter's teammate committed penalty). If players enter the lane twice it will result in a jump ball.
- 2 **Flagrant fouls** – Any fouls that are extreme or are seemingly with the intent to injure an opponent will be designated as flagrant fouls. These fouls will be penalized with two free throws and possession of the ball for the fouled team. Everyone except the free throw shooter will be situated behind the half court line until the free throws have been completed. Shooting team will regain possession after the free throws. Calling this foul is the ref's discretion. Two flagrant fouls in a game committed by the same player will result in an ejection.
- 3 **Technical fouls** – These will result in a technical free throw and possession of the ball for the fouled team. **Two** technical fouls in a game committed by the same player will result in an ejection. However, if the ref finds a player's actions to be warranting of disciplinary action such as being kicked out of the game or tournament, they may toss people (This will be in extreme conditions: Fighting, failure to cease arguing with a ref, etc.). Swearing or unsportsmanlike conduct results in a technical foul. **THIS WILL BE STRICTLY ENFORCED!!!**
-Technical fouls will be administered to teams that delay games from a prompt start as per the schedule.
- 4 **Technical Free Throw** – This will be assessed on technical fouls. During these fouls, no one will be situated in the blocks. Everyone except the free throw shooter will be situated behind the half court line until the free throw has been completed. Shooting team will regain possession after the technical free throw.

Substitution:

- 1 There will be a substitution area for both teams. Players who want to enter the game will stand there until a dead ball, upon which the referee designated for subs will allow them to enter the game.
- 2 Enter the game quickly and efficiently. The ref will only wait for a short period of time for you to get on the court and get your players off the court.

Overtime:

- 1 Overtime will be issued in the case of a tie at the end of regulation and will commence with a jump ball. Overtime will consist of a two minute period which will behave like the final two minutes of a half. The clock will stop on all dead balls.
- 2 There will be a period of 1 minute rest before overtime begins.

Other:

- 1 **Dead balls** – A dead ball is defined as a point in the game where a player has been fouled or a turnover has been committed. A dead ball does **not** result when a basket is made.
- 2 **Tie-Ups** – Occurs when two players have equal possession of the ball. During this altercation referee grants ball to the previous team holding the possession before the altercation. **NO JUMP BALL WILL BE CALLED ON TIE-UPS.**
- 3 **Jump balls** – Jump balls will result at the beginning of a half/overtime. During the beginning tips, the jump ball will be conducted at center court. During other issues under referees digression, jump balls will be conducted on the side the altercation occurrence. In these situations, the jumping players will be situated within the jumping circle while all other players are outside the circle, until the ref throws up the ball. The jumping person may **not** grab their own tip, as it must be picked up by a teammate.
- 4 **Captains** - All teams will designate a captain and a co-captain who have the ability to argue calls with the ref. If a team has a complaint with a ref, they must take it up with the ref through the captains. **Give this in with your roster.**
- 5 **Referees** – A referee assumes authority 5 minutes prior to the scheduled game time, and until they have left the court. The officials have the authority to rule on any situation not specifically covered in the rules. His/her decision is final. The official has the right to eject players or have them sit out of part or all of the game. Fans, coaches, and spectators are a part of a team and any fouls they commit will go against their team. Also, any ref can assist in making a call. On a disputed call, referees can conference and make a call.
6. **Timeouts** - A player's request for a timeout shall be granted only when the ball is dead or in control of the team making the request. A request at any other time shall be ignored. During a regular timeout, both teams may have unlimited substitutions. After a timeout called in the last two minutes of each half the ball will be in-bounded at half court. In the case of overtime, one 30 second timeout will be allowed per team and after timeout ball will be in-bounded at half court.
7. **Inbound Pass** – On an inbound pass, the passer may not move. This is not true for baseline inbounds immediately after a basket.
8. **Inadvertent Whistle** – These will result in a jump ball. If a team has an obvious possession of the ball it will be in-bounded at half court.

ALL PLAYERS MUST SIGN THE WAIVER FORM IN ORDER TO PLAY. THOSE UNDER 18 MUST PROVIDE A SEPARATE WAIVER FORM WITH THEIR PARENT'S SIGNATURE IN ORDER TO PLAY.