

UNTIL ALL KNOW
Speed the Light
MOUTH
CONVENTION
SPEED THE LIGHT
BASKETBALL INFO & RULES

GENERAL INFO & RULES:

- * The Basketball Tournament will take place during After Hours, November 3.
- * Entry fee is \$10 per person. (includes t-shirt). All proceeds go to Speed the Light. (Separate from STL giving check brought to Convention)
- * Each team must have a captain and team name. Each team must consist of a maximum of 5 people consisting of middle and/or high school students, no adult leaders (no minimum). You may sign up individuals if you cannot fill an entire team. Individuals will be placed on teams of other separate individuals.
- * Medals and prizes will be awarded to the winning team.
- * Scheduled time of play is merely an estimate, be sure to have a representative from your team at the tournament in case changes in schedule.

RULES DURING GAME PLAY:

- * All games may start and be completed with any number of players (3,2,1).
- * Disputes or questions on interpretation are settled by the referee.
- * Player substitution is permitted during any dead ball situation.
- * All baskets are worth 1 point.
- * Winner is first to 10 points straight-out (i.e. no "win by 2")
- * All games will have a 10-minute time limit. The official starting time will be recorded by the referee.
- * The team leading at the end of the 10-minute time limit will be declared the winner.
- * If the game is tied after 10 minutes of play and no team has reached the required number of points to win the game, the referee will flip a coin to determine team possession. The first team to score will win the game.
- * Each team is allowed one (1) one minute time-out per game.
- * If play is stopped by a teammate or referee to attend to an obvious injury, then the injured player must sit out at least until the next dead ball.
- * All jump balls go to the defensive team.
- * The ball must be "taken back" to the marked line on the court on every change of possession. "Taking back" means both feet and the ball behind the take back line. Violation occurs only if a basket is made by the team failing to properly "take it back", and will result in loss of point

scored and possession of the ball will go to the other team. If the ball is not "taken back" and then advanced, any other violation, common foul, offensive foul, intentional, flagrant or technical foul called by the official will be honored. Exception: If a player is fouled in the act of shooting and makes the basket prior to properly "taking it back", the foul will be honored; however, no points will be awarded.

* After all successful shots, the ball must be checked by the defense and passed in by the offense.

* Players will foul out of the game on his or her 3rd personal foul.

All shooting fouls will be handled in the following manner:

- * When the basket is made – whether the ensuing free throw (1 shot) is made or missed, possession goes to the defensive team.
- * When the basket is missed – if free throw (1 shot) is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.
- * Non-shooting fouls – on or after the 4th team foul – will be handled in the following manner:
 - * If the free throw is made, possession goes to the defensive team.
 - * If the free throw (1 shot) is missed, the offensive team retains possession.
 - * If a foul is committed as time runs out, a free throw (1 shot) will be awarded to the fouled player.

TECHNICAL FOULS – PLAYER MISCONDUCT, FLAGRANT AND INTENTIONAL FOULS

DEFINITION: The referee 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 referee.
- * Vulgar or verbally abusive behavior
- * Other misconduct deemed inappropriate by the referee (e.g. intentionally kicking the ball, etc....) or
- * A contact foul designed to neutralize an opponent's obvious advantageous position.
- * Fighting and/or 'throwing a punch' automatically results in a technical foul assessed against the player(s) involved. Free Throws will be awarded as described above and will result in immediate dismissal of the player(s) from the tournament.
- * A technical foul will be counted as a personal foul and team foul.
- * 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.
- * Any player ejected from a game for misconduct, intentional and/or flagrant fouling, fighting or throwing a punch, will be automatically banned from participation in future games for the remainder of the tournament.

PENALTY:

- * Two free throws from the free throw line (15-ft.) will be awarded to the offended team. The team captain may designate the player to shoot. The offended team will retain possession of the ball whether the shots are made or missed.