



2011
Basketball
Rule Book

Welcome Players, Coaches And Fans

Welcome to the 2011 Huntsman World Senior Games Basketball Tournament - the 25th year of the Games. Thank you for returning and welcome to each of our new teams. Our goal is that the 2011 Games will provide you with great competition, a memorable experience and a lifetime of new friends.

These rules are designed to provide clarity and consistency throughout the tournament. **NCAA rules will apply, except as specified below:**

ROSTER

Team managers can register their basketball team on-line at www.seniorgames.net. Once the team is registered, managers need to provide each player with the team number so that they have it to complete their individual registration. As the individual players register, they will automatically be added to the team roster. Team managers will be able to monitor their roster on-line and watch it grow as their players register. After September 1st, team managers can make changes to the team roster by calling the HWSG office (800-562-1268 or 435-674-0550) and speaking directly to Diane Knickerbocker. All rosters are final at the managers' meetings.

- A. **Players are permitted to play on only one 3x3 team & one 5x5 team (no exceptions).**
- B. The Huntsman World Senior Games strongly recommends that every team, regardless of age division, have an adequate number of players on their roster and be available to handle injuries and disqualifications and to remain competitive and reasonably fresh. We strongly recommend a minimum of eight (8) players for a 5-on-5 team and a minimum of four (4) players for a 3-on-3 team.
- C. All teams must check-in at the venue check-in station at least 30 minutes prior to their first game of the tournament. All players must show their HWSG ID badge and a current picture ID at check-in. No player will be allowed to play until they have properly checked-in. Managers must supply the Tournament Director, or his assigned representative, the jersey number of each player who will be competing for his/her team. The player **must wear that number** during all games of the tournament. No other player will be allowed to wear that number for that team.
- D. Players are not allowed to switch teams at any time during the tournament (even if their team is eliminated from contention). If caught, both the player and the team he/she is illegally playing for will be removed from the remainder of the tournament and all games in which the ineligible player participated will be forfeited.

SPORTSMANSHIP

The Huntsman World Senior Games endeavors to promote friendship, peace, health and friendly competition. To this end, we ask all players, coaches, fans and family members to respect fellow competitors, their teams, their fans, **officials** and **volunteers**.

Inappropriate behavior and language are not acceptable. If necessary, appropriate action will be taken. Please enjoy yourself and help us avoid the need to take any negative action.

ALCOHOLIC BEVERAGES

Alcoholic beverages and tobacco products (in any form) **are not** allowed in any facility at any time. This includes all gymnasiums, restrooms, hallways, parking lots and all school grounds. Please respect and honor these regulations.

INSURANCE

Medical insurance is the responsibility of the team or the individual. HWSG **does not** carry medical insurance for any team or individual.

SITE DIRECTORS

A Site Director and his/her team are assigned to each facility. They are there to oversee the games at that location and to serve you. Please direct your questions or concerns to them. They are eager to assist you.

SCHEDULES

Schedules will be posted at the Dixie Center Sunday, Oct. 2nd and at the game sites Monday, Oct. 3rd.

AWARDS

Medals will be awarded in each age classification immediately after the final game in that age division. If you are a medal winner, a Tournament or Site Director will be there to congratulate you and award your medals. Good luck to each of you!

UNIFORMS

All teams **must have** a light and dark colored set of uniforms, either as reversible jerseys or two (2) separate sets. Each jersey must have a number on front & back. There will be no exceptions to this rule. The penalty will be a technical foul assessed to each player who is not in compliance with the rule. Note: Wear light colored jersey if home team and dark colored if visitor.

PRE-GAME PROCEDURES

In order to remain on schedule, please:

- a. Arrive at least (30) thirty minutes prior to game time & be ready to play by game time.
- b. Check-in with Site Director to verify your line-up & player numbers.

GAME & FORFEIT TIME

Game time is forfeit time with no grace period or make-ups. GPS time (as shown on the Site Director's cell phone) will be used to determine the game time. Gym clocks **are not** official. **Reminder:** Nevada (i.e. Mesquite) is in the Pacific Time Zone. Hence, they are one hour behind Utah time. **If it is 9:00 am in Mesquite, it is 10:00 am in St. George.**

TRAINER SERVICES

Medical taping, minor trainer services and massage services are available during the Games from approximately 9am-5pm at the Dixie Center. Take advantage of these services. There will be a nominal fee.

PLAYING RULES FOR THREE-ON-THREE BASKETBALL

- A. Only players who play on a team in the first day will be eligible to play on that same team during championship play.
- B. A team's roster will be limited to 10 players of one gender.
- C. There are no residency requirements for this tournament.
- D. Teams must have a minimum of three players to start the game. Teams may continue/finish the game with two players.
- E. Playing time will be two (2) halves of 12-minutes running time with an intermission of 5 minutes. In the last two minutes of each half, the clock will stop in accordance with normal basketball rules. Exception: running clock will be used during the last two minutes of the half if there is greater than a 15-point spread.
- F. The visiting team shall take ball possession at the start of the game. The possession arrow shall determine ball possession at the start of the second half. Ball possession changes hands after each basket unless a foul is awarded.
- G. A tie score at end of regulation time will result in a two (2) minute stopped clock overtime period with ball possession determined by coin flip. If the score is still tied, subsequent two (2) minute periods will be played until the tie is broken. A one (1) minute break will be taken prior to each overtime period. Possession for the first overtime period will be determined by a coin flip, possession for subsequent overtime periods will be alternated between the teams.
- H. Each team will be allowed two (2) 30-second time-outs per half and one (1) additional 30-second time-out for each overtime period. The clock shall stop during all time-outs. Time-outs may carry over from half to half.
- I. Substitutions may be made after a basket, a foul shot or any stoppage of play or any other time the referee beckons the player onto the court.
- J. The closely guarded rule will be enforced. The five (5) second violation rule will be emphasized. When a player is pressured by a defender (within 6 feet) and does not go anywhere, that player has 5 seconds to get rid of the ball by either shooting or passing the ball. If a player is dribbling in one spot and is being pressured, the count starts as long as the defender remains within 6 feet. By picking up his/her dribble, the 5-second count will reset, and he/she has another 5 seconds to get rid of the ball. If a player doesn't get rid of the ball within the count, it is a 5 second violation and results in a turnover. The point of the rule is to avoid stagnation.
- K. On each change of possession, the ball and both feet must be taken back behind the check line (3pt. line). Failure to take both feet and ball behind the line will be penalized by loss of possession for the team in violation.
- L. After a successful field goal and all dead ball situations, the ball shall be placed in play from the top of the key, with both feet behind the check line (3pt. line). The ball must be advanced into play by means of a pass to a teammate either in front of or behind the check line (3pt. line).
- M. After a defensive rebound or a turnover, the ball must be returned to any point behind the check line (3pt. line). The player returning the ball behind the check line (3pt. line) must be in possession of the ball with both feet behind the line. The player returning the ball behind the check line (3pt. line) may retain possession and attempt to score.

- N. Following a made basket or dead ball, when it is in possession of the thrower, the ball shall be placed in play within five seconds. Failure to comply shall result in loss of possession with no change in the possession arrow.
- O. The ball is a dead ball until the first inbounds pass is received. Defenders may not cross the check line (3 pt. line) to guard the player throwing the ball inbounds.
- P. A player is disqualified on his/her fifth foul. Technical fouls count as personal fouls.
- Q. Fouls do not start over at half time. They carry through the whole game.
- R. All personal and technical fouls shall be counted against a team total. After the seventh team foul, a bonus shall be awarded for the remainder of the game, as follows:
- Prior to the seventh team foul:
- Any common foul shall result in loss of possession by the offending team
 - Any offensive foul shall result in disallowing a converted basket and loss of possession
 - Any shooting foul with a missed basket shall result in two free throws along with retained possession
 - Any shooting foul with a converted basket shall result in the basket being awarded along with one free throw and retained possession.
- After the seventh team foul:
- Any common foul shall result in one free throw along with retained possession by the offended team
 - Any shooting foul with a missed basket shall result in two free throws along with retained possession
 - Any shooting foul with a converted basket shall result in the basket being awarded along with one free throw and retained possession.
 - Any offensive foul shall result in disallowing a converted basket, one free throw and possession by the offended team.
- After the tenth team foul
- Any common foul shall result in two free throws along with retained possession by the offended team
 - Any shooting foul with a missed basket shall result in two free throws along with a retained possession
 - Any shooting foul with a converted basket shall result in the basket being awarded along with one free throw and retained possession.
 - Any offensive foul shall result in disallowing a converted basket, two free throws and possession by the offended team.
- S. During the last two minutes of each half and during any overtime period(s), the automatic awarding of team possession after free throws will not apply. Live rebounding will be in effect.
- T. Officials do not put the ball in play, except at the start of each half.
- U. Three-point shots are allowed.
- V. No black-soled shoes are permitted on gym floors.

PLAYING RULES FOR 5-ON-5 and 4-ON-4 BASKETBALL

- A. Only players who play on a team during pool play will be eligible to play on that same team during championship play.
- B. **Time:** There will be four (4) quarters of ten (10) minutes each with a stopped clock.
- C. **Time-Outs:** Each team is allowed three (3) full 1-minute time-outs and two (2) 20-second time-outs per game. Each team will receive one (1) additional full time-out for any overtime (regardless of number of OT periods).

D. Players: A team must start each game with five (5) bona fide players. If injury, disqualification or ejection of players causes a team to be unable to place 5 bona fide players on the court the team may continue to play. However, if a team with fewer than 5 players falls behind by 21 points at anytime during the fourth quarter the game will be forfeited and suspended.

- E. **Overtime:** Overtime periods will be three (3) minutes.
- F. **Half Time & Quarters:** There will be a 5-minute half-time time-out during each game and a 1-minute time-out between each quarter.
- G. **Foul Out:** A player shall be disqualified when he commits his **5th personal foul**. **Technical fouls count as personal fouls**.
- H. **Technical Fouls:** A technical foul will result in:
 - a. Two foul shots awarded to the opposing team
 - b. The ball awarded out-of-bounds to the opposing team
 - c. The technical foul counting as a personal foul
- I. **Flagrant Fouls:** A flagrant foul called will result in:
 - a. Two points automatically awarded to the offended team
 - b. The ball awarded out-of-bounds to the offended team
 - c. Disqualification of the offending player for the remainder of the game
- J. **Shot Clock:** There will be no shot clock. During the last 3 minutes of each quarter teams must attempt a shot within 30 seconds of gaining possession.
- K. **Bench Conduct:** In order for the scorekeeper and supervisor to perform efficiently and accurately, we ask that all teams observe the following:
 - 1. While the ball is in play, no coach, player or participant may distract and/or approach the scorer (or the scoring table) with the exception of a player checking into the game.
 - 2. Children must be supervised at **all** times. **Note:** Children are required to stay in the bleachers and **cannot** play with any of the apparatus in the gyms or play in the foyers, restrooms or hallways at the game facilities.
 - 3. Participants and teams waiting to play may not shoot at side baskets or bounce balls while a game is in progress.