



SWISHIN FOR MISSION

OFFICIAL RULES AND REGULATIONS

Court Layout

- Grades 3-8 will play half court
- Grades 9-12 will play full court (width)

Team Size

- Each team must have their roster and be registered with their team by the pre-determined entry deadline. Due to available time and space, teams may be limited. If that event the completed rosters will be taken first come. Qualification of players, including additions and substitutions, after the registration deadline will be at the discretion of the tournament director.
- Each team must start with the minimum number of players required for tournament each team is allowed to have one extra player for substitutions. Each team can finish the current game with any number under the max for the grade level.
- Grade 3 - 8: Play 3-on-3 tournaments - with Max total players per team being 4
- Grade 9-12: Play 4-on-4 tournaments - with Max total player per team being 5

Biggers Building

- No food or drink is NOT permitted in the Gym, including players
- No one is allowed court side during game play. All spectators, parents, and other players must be on the bleachers in the roped of viewing area. If unable to sit in the bleachers you may watch from the 3rd floor viewing area. All gym doors will remain closed during game play. No one is permitted to enter or leave during game play.
- Volunteers and current players are the only people permitted court side during game play
- Players that are not currently playing must be in the bleachers or roped off viewing area only.

Game Warm Up

- Before games both teams will warm up at the same time
- Swishin for Mission will provide 1 ball per team for warm ups
- Only Swishin for Mission balls will be allowed on the court
- No personal basketballs are permitted in the play area
- No dunking during warm up or game play

Tournament Rules

- Game schedule:
 - Warm-up: 5 minutes
 - Rules: 2 minutes
 - Game Play: 20 minutes
- Five minute forfeit time will be enforced
- Each team is allowed 2 - 30 second time-out
- Substitutions will be allowed anytime that play has stopped
- In case of obviously injury only, a one-minute special time-out will be allowed for substitution of that player
- A coin flip before the start of the game will determine who gets the ball first
- The ball will change possession after scored baskets

Court Monitors

- Court monitors are not referees
- Cooperation with the Court Monitor is expected by players and spectators
- Issues with court monitors must be taken up with the Tournament Director
- Court monitors have final say during a game if an agreement cannot be made by the team captains in a reasonable amount of time.
- Questions from current players only should be taken up with the court monitor of the court they are playing on.

Game Rules

- Each game will be played to 15, by ones
- Team that is first to 15 or ahead after 20 minutes, wins the game
- Court Monitors will keep official time
- Time will only stop for time-outs
- Start of play:
 - 3-8th: Ball must be checked by an opposing player before its put into play and ball must be passed in to play
 - 9-12th: Ball must be check on a dead ball (foul, jump ball, timeout) and passed in after a made basket
- 3-8th: Ball will be taken to back court line after each made basket or turnover of possession. Failure to take the ball back will result in loss of possession. Players whole body must cross the back court line.
- If the score is tied at the end of 20 minutes, a 2-minute overtime will start, possession will be determined by a coin flip
- In overtime, the team that gets to 15 first or is ahead after the 2 minutes, wins the game
- If the score is timed after the 2 minute overtime, sudden death free throws begin
- During sudden death, each player (3 per team) will shoot one foul shot. The team making the most foul shots, wins the game
- Games tied after sudden death free throws will repeat the process until a winner is declared
- Change of possession (jump ball) will go to the team starting the game on defense first and will alternate each time thereafter

Fouls

- All fouls will be called by the players participating
- Should players be confused about the foul calling, the court monitors will have discretion to call fouls as they see fit
- All fouls and other infractions will be played out-of-bounds at the back court line (3-8th grade) ***** (9-12th Grade)
- No Foul shots until the team reaches 10 fouls. For that foul and any foul thereafter, one free throw will be awarded even if its a shooting foul. (even if it is a shooting foul)
- Flagrant fouls or continuous misconduct will result in immediate forfeiture and disqualification from the tournament, this will be determined by the Court Monitor.
- Constant disputing and disruption of the game will not be tolerated. The court monitor or Tournament Director can stop the game and decide the outcome - with the possible result disqualification of both teams from the tournament.
- Once play resumes after a disagreement, the problem is considered resolved. In the event that the team captains are unable to come to an agreement on a dispute, the court monitor will have the final decision.