

**FEED THE NEED 2019 THAAKAT BASKETBALL TOURNAMENT**  
**OFFICIAL RULES & GUIDELINES**

- ◆ **IHSA/NCAA Rules-** (IHSA 3 Point Line)
  - ◆ **Official Tournament Schedule** will be posted in the Gymnasium and also emailed to you 1 week before the tournament.
  - ◆ **Two 17-minute halves for regular season and playoffs** – 3 minute Overtimes.
  - ◆ **Shot Clock (Last 2 mins)** – 30 second clock will be implemented if game is close.
  - ◆ **Time Stoppage** - Time will NOT stop in the 1<sup>st</sup> half but will stop in the last 2 minutes of the 2<sup>nd</sup> half on all dead balls.
    - ◆ **One and One Foul** - If the first attempt is converted the clock will start after the second attempt. If the first attempt is not converted the clock will start as soon as the ball is in play (touched by another player or hits the rim.).
    - ◆ **Two Shot Foul** - The clock will start after the second attempt.
- Please note:** During time stoppage, the clock will only begin once ball is in play. The officials of the tournament have discretion to stop the clock at any time. If a team is up by 20 points or more, the clock will not stop.
- ◆ **Forfeit is 5 minutes after scheduled game time. Teams that forfeit a game will lose all tiebreakers.**
  - ◆ **Official Score and Foul tracking** will be maintained by tournament representatives on official Scoresheets. Captains may designate a team representative to oversee the scorer's table.
  - ◆ **Each team is provided jerseys for Saturday which they MUST wear.**
  - ◆ **For the Playoffs on Sunday, you may bring your own uniforms.** OR you could use the same uniforms provided to you on Saturday. However, if you decide to bring your own uniform, you must have two contrasting sets (or reversible) with easily visible numbers on the BACK (numbers must be in contrasting color). A two-shot technical will be assessed for EACH team member that does not have an identically colored uniform. T-Shirts with bold marker written numbers are OK.
  - ◆ **Free Throws** - OFF THE RELEASE. The shooter and players outside of the three-point line must wait until it touches the rim.
    - ◆ **One & One** will be assessed on the 7th foul of each half. Double bonus on the 10th foul of each half.
  - ◆ **Mercy Rule: Point differential will be capped off at +20 for blowout victories.**
  - ◆ **3 full timeouts per game.** Each team will be allowed **one time-out in each overtime period.** Unused timeouts will NOT carry over to any subsequent overtime period.
  - ◆ **NO FIGHTING OR SWEARING!** Any team members involved in a fight will be ejected from the game and may be suspended from the rest of the tournament. Any team members leaving the bench onto the court during a fight will face possible ejection from the game and the tournament. Same will apply for any incidents that occur on park district property. Referees can call a technical for any foul language used.
  - ◆ **Dunking: The rims are older, and you will be liable for any damage caused. We recommend dunking lightly and absolutely NO HANGING ON RIM.**
  - ◆ **Each player must bring ID to tournament and sign the team roster before entering game play.** A two-shot technical will be assessed for each player entering the game without signing the team roster. Once a member has played on a team or signed a team roster, they are ineligible to play on other teams. If a player has played on a team or signed a team roster and then transfers to another team he will be disqualified from the tournament. The team with the ineligible player will be assessed a two-shot technical foul against them and may face possible disqualification from the tournament.
  - ◆ **Saturday's signed roster list CANNOT be edited on Sunday.** This means any player, who did not sign in and play in AT LEAST 1 of the 3 games on Saturday, will be **INELIGIBLE** to play on Sunday. Even if that player's name was on the original roster, he will **NOT** be allowed to play in playoff games Sunday if he did NOT play in any regular season games. This tournament is a two day commitment. **(P.S. They must be present for an entire game. Arriving for game, checking in and out, then leaving after 5 minutes will not satisfy our requirement.)**
  - ◆ **Maximum of 10 players** on each team roster.