



**Basketball**

# Basketball

Pacific Southwest Conference 2018

## 1.0 Event Description

An indoor basketball tournament where teams will be randomly placed into an 18 team, single elimination bracket. The tournament will constitute of 3 on 3, **half** court games.

## 2.0 Objective

The Basketball Tournament will serve to test each team's basketball and teamwork skills in a friendly, competitive environment.

## 3.0 Participant Rules

- Each school may enter one team only.
- Each team must consist of a minimum of 3 members.
- Each team may only have a maximum of 3 players on the court at any time.
- Each team member must be a registered participant of the PSWC 2018.
- Each team must have at least one underclassman.
- Each team must have at least one female (1 female must play at all times).
- Each team must have a designated captain. Only the captain may discuss the game with the official.
- Teams will be disqualified if they fail to meet the requirements.

## 4.0 General Rules

1. Arizona State University does not take responsibility for injuries that are related to the activities of this event.
2. All rule interpretations will be left up to the officials and any disputes not explicitly stated in the rules will be left up to the officials' discretion.
3. Each team is required to have 3 players on the court during the duration of the game. If the requirements are not met then the team must forfeit.
4. Substitutes may only enter the game after a basket has been scored. It may be required to check into the scorekeeper before the substitution is made.
5. After a team scores, the opposite team will inbound the ball from the half court line.
6. The inner edge of the boundary lines defines the in-bounds and out of bounds.
7. The ball is considered out of bounds if it passes completely over the backboard or touches the back side of the backboard or backboard support structure and cables.
8. The side edges and bottom of backboard are considered in-bounds.

9. Each team will be allowed **one** timeout per half. First half timeouts will not carry over to the second half.
10. Each half will be 10 minutes long. This time is considered running. This means time will not stop for dead balls. Only injuries recognized by the official and timeouts will result in stopping of the clock. The clock will stop on dead balls in the last 2 minutes of the second half.
11. Halftime will be 5 minutes long.

## 5.0 Overtime

1. If the score is tied at the end of the second half then a 2-minute overtime period will be added on. This will continue to happen until a conclusive score has occurred.
2. Each team will be allotted **one** 60 second timeout per overtime period.
3. Fouls carry over from the first two halves into all overtime periods.

## 6.0 Scoring

1. Any shot made inside of the 3-point line will be considered 2 points.
2. Any shot made outside of the 3-point line will be considered 3 points. If a player steps on the line, it is considered 2 points.
3. Each free throw made is 1 point.
4. If goaltending occurs, the points awarded are according to the location from which the field goal was initially taken.

## 7.0 Out of Bounds/Throw-in

1. The ball is considered out of bounds, when it touches on or outside of the boundary line, touches the basketball hoop supports, goes over the backboard, or when a player holding the ball touches any of the aforementioned out of boundary areas.
2. The basketball will be awarded out of bounds after:
  - a. A non-shooting violation
  - b. Charging foul
  - c. Common foul that does not result in possession at the top of the key
  - d. Held or jump ball (alternating)
  - e. To begin the second half (alternating)
  - f. After a timeout
3. The team the ball will be awarded to and the location of the throw-in, will be dictated by the officials.

## 8.0 Violations And Penalties

### 8.1 Violations

1. Throw-in
2. Kick or fist
3. Traveling
4. Double dribble
5. Carrying or palming
6. Three seconds
7. Five seconds closely guarded player
8. Forward-Back Court

The violations listed above will result in a change of possession, with the throw-in out of bounds nearest the violation.

### 8.2 Penalties

1. Basket interference and goaltending
2. Personal Fouls
  - a. General
    - i. You may not touch and ball or basket when the ball is on or near the basket.
    - ii. Players may not touch the ball during a shot when the ball is downward flight.
    - iii. Players may not slap or touch the backboard.
    - iv. Players may not push, charge, trip, nor impeded the progress of another player using: hip, knee, extended arm, shoulder, or bending of body in an abnormal position.
    - v. Players must not use rough tactics.
    - vi. Players must not contact another player with their hands, unless incidental.
    - vii. Dribblers cannot use an arm, forearm, or hand to keep another player from playing the ball.
  - b. Charging
    - i. Defined as personal contact with or without the ball, caused by pushing one's torso into another's. In order for offensive charging to occur a defender must beat the offensive player to the spot of the foul.
  - c. Screens and Picks
    - i. All screens and picks must be made a distance of one normal step from the player, and also must be stationary.
    - ii. Movement during a screen or pick will result in a penalty.
  - d. Elbows
    - i. A player shall not excessively swing their elbows

- e. Penalties for Personal Fouls
  - i. Offenders charged with a personal foul are given 1 strike. 3 strikes will result in an ejection.
  - ii. The offended player will be given possession at the top of the key if the foul occurred during a shot attempt.

## 9.0 Technical Fouls

1. All technical fouls result in possession of the ball.
2. All technical fouls count towards a player's 3 fouls.
3. Technical fouls given to a bench player or coach will be charged to the first player listed on the roster that is in the game. It will result in possession of the ball for the opposite team.
4. The second technical foul given to a player in one game will result in an ejection and team forfeit of the tournament.
5. Technical fouls include, but are not limited to:
  - a. Hanging on the rim
  - b. Unsportsmanlike conduct
  - c. Delay of game
  - d. Fighting (fighting will result in automatic ejection and forfeit of tournament for all teams involved)