



Basketball

# Basketball

## Pacific Southwest Conference 2019

### 1. Objective

To build and further enhance teamwork skills outside of an academic setting with some friendly competition.

### 2. Event Description

An indoor basketball tournament where teams will randomly placed into an 18 team, single elimination bracket. The tournament will constitute of 5 on 5, full court games.

### 3. Participant Rules

- Each school may only enter one team
- Each team must consists of at least 5 members
- Each team member must be a registered participant of PSWC 2019
- Each team must have at least 1 underclassman
- Each team must have at least 2 females playing at all times
- Each team must have a designated captain. Only captains may discuss the games with referees
- Failing to meet these requirements will result in disqualification

### 4. Dress Code

- Closed-toed and non-marking shoes must be worn.
- No hats, bandanas, do-rags etc. are to worn during the games (except for religious/heath purposes)
- No jewelry, watches, or any other accessories are to be worn during the games

### 5. General Rules

1. California Polytechnic State University San Luis Obispo does not take responsibilities 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 5 players on the court during the duration of the game. If the team does not have a total of 5 players, they must forfeit.
4. Substitutes may only enter a game during a dead ball. Substitutes coming into the game must check in with the scorekeeper before entering the game.
5. After a team scores, the opposite team will inbound the ball from the baseline.
  - a. Only after a made basket are you allowed to move along the

6. The inner edge of the boundary lines differentiate what is inbounds and out of bounds.
7. The ball is considered to be out of bounds if the ball completely goes over the backboard or if the ball touches any cables or backboard structural supports.
8. The sides and bottom of the backboard are considered inbounds.
9. The game will consist of 2, 15 minute halves and will be running clock. This means that time will not stop for dead balls, and only injuries recognized by the official and timeouts will result in a stoppage of time. The clock will stop on dead balls in the last 2 minutes of only the 2nd half.
10. Halftime will be 5 minutes long.
11. Each team will have 1 timeout per half. Timeouts not used in the 1st half will not get carried over.

## **6. Overtime**

1. If the score is tied at the end of the 2nd half, then a 2 minute overtime period will be added. This will continue until a conclusive score had occurred.
2. Each team will be given a 30 second timeout per overtime period.
3. Fouls carry over from the 1st 2 halves of the game into all overtime periods.

## **7. 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. If goaltending occurs, the points awarded are according to the location from where the shot is taken on the court.

## **8. 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. Non-shooting violation
  - b. A successful last free throw
  - c. Fouls (unless in the penalty)
  - d. Jump ball
  - e. Start of the 2nd half
  - f. After a timeout
3. The location from where the ball will be taken out will be determined by the officials.

## **9. Violations and Penalties**

### **Violations:**

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

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

### **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 background.**
    - iv. Players may not push, charge, trip, or impeded the progress of another player**
    - 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'. 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 will receive 1 strike for every foul. 4 fouls will result in ejection
- ii. The offended player will be given free throw shots if the foul occurred during a shot attempt.
  - 1. 1 shot - for a successful field goal
  - 2. 2 shots - for an unsuccessful field goal
  - 3. 2 shots & possession - for an intentional personal foul.

**10. Technical Fouls**

- 1. All technical fouls result in 2 free throws and possession of the ball.
- 2. All technical fouls count towards a player's 5 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 2 free throws and possession 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 game
  - d. Fighting (fighting will result in automatic ejection and forfeit of tournament for all teams involved.)
  - e. Other