



March Mayhem Rules of Play

1. Scoring

Games will be played to:

Division	Points	or	Time (whichever comes first)
8 & Under	12pts		15min
10 & Under	15pts		15min
12 & Under	20 pts		20min
14 & Under	20pts		20min
16 & Under	20pts		20min
18 & Under	20pts		20min
Over 18 (all)	25pts		20min

Teams DO NOT have to win by 2.

Points will be awarded:

1 point for a made free throw,

2 points for a made basket, and

3 points for made basket behind the 19 ft. 3 point line (both feet must be behind the line).

Substitution is unlimited, but permitted only when the ball is not in play.

A coin toss will determine possession. Whoever wins the coin toss gets the ball first. If the game goes into overtime, there will be another coin toss and the winner gets the ball first.

The ball will change possession after all made baskets, no make it, take it.

Jump balls alternate possession. The team getting first possession of the ball will forfeit possession of the ball to the other team on the first jump ball (in overtime period, too). Alternating possessions will follow.

Double fouls result in possession for the offense on all occasions.

Ball will be taken back on all changes of possession. Failure to take it back will result in loss of possession and any points resulting from that possession. Taking back means both feet behind the 20 ft. line.

The defensive player must check the ball before it is put into play. The ball must be passed to a teammate to begin play. If a player does not pass the ball first, stop the game and give one warning.

Second offense will result in turnover.

After all fouls (until the 7th) or when the ball goes out of bounds, the ball will be taken out at mid-court.

Referee and Division Head shall have the last say if there are any questions.

2. Time

Before games, both teams may warm up for up to 2 minutes. Teams will have 5 minutes from the conclusion of the previous game to have 3 teammates on the court ready to play or the team forfeits.

Games are played straight to the divisional point total and NOT win by two.

If a game goes excessively long and time expires, the referee will determine a winner based on point totals when time runs out. In the case of a tie, One two minute OT will be played. Possession will be determined by a coin flip. If score is still tied at the end of one OT, each of the 4 players on both teams will shoot one foul shot and the team with the most baskets will be the winner.

Semifinal Stalling will result in loss of possession. An "understood 30 second clock" will be in effect at all times. Failure to attempt a shot in 30 seconds, after being advised by the referee, will result in loss of possession.

5 second rule is in effect. Ex. Stalling on inbounds situations, not passing while guarded.

3. The Court

The top, sides, and bottom of the backboard are inbounds. The metal support pieces and base unit are out of bounds.

Stepping on the baseline, sidelines, and mid-court is out of bounds.

U8 Divisions will play on a modified court with a lower hoop.

Treat referees with respect. Being less than cordial to refs, scorekeepers, opponents, and/or tournament officials will result in being suspended for the game or the tournament. Non-playing coaches are not recognized as part of a team and can be asked to leave the event site if they become rude or unruly.

Team captains can ask the referee to explain any rule. If there is any dispute between teams and referees, a Bob Perks Fund representative will make the final, irrevocable ruling. Once play resumes after a disagreement, the problem is considered a dead issue.

After free throws are awarded, possession will change (except in cases listed under Fouls #5 below)

Team foul limits:

Less than 7 team fouls - absolutely no free throws. Offense retains possession on defensive fouls, defensive gains possession on offensive fouls.

7 – 9 team fouls - 1 and 1 free throws on all non shooting fouls (offensive and defensive). On shooting fouls

if shot is missed:

2 free throws if foul occurs on shot attempted on or inside 20 ft. line.

3 free throws if foul occurs on shot attempted outside the 20 ft. line.

If shot is made:

1 free throw will be awarded to the fouled player and the basket will count.

10+ fouls - 2 free throws on **all non shooting fouls** (offensive and defensive). On shooting fouls

if shot is missed:

2 free throws if foul occurs on shot attempted on or inside 20 ft. line.

3 free throws if foul occurs on shot attempted outside the 20 ft. line.

If shot is made:

1 free throw will be awarded to the fouled player and the basket will count.

5 individual fouls will result in suspension of that player for the remainder of the game.

Flagrant foul – two shots and the ball.

Technical – 2 shots and the ball. Opposite team chooses a player to shoot. If a player receives 2 technicals, they are out of the present game and the next. If player receives three technicals in the tourney, the player is ejected from the tournament. Technical fouls are given for taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may be suspended from play or for the rest of tournament (this includes a coach, fan or parent). A player that aggressively comes into contact or assaults a referee/score keeper shall be ejected from the remainder of the game and/or tournament. A referee may assess a technical for stalling.

6. Number of Players

Each team may consist of a maximum of 4 players and a minimum of 3 players. A team may only have 3 players on the court at a time. All games must start with 3 players but may finish the game with less.

7. Eligibility Issues

All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in Summer Slam. The Bob Perks Fund and the YMCA are not responsible for determining a particular athlete's eligibility under NCAA or applicable high school rules.

8. Bracket Types

Teams will be divided into tournament brackets according to its players' ages and in some instances, competition level, in accordance with the information given. Tournament officials reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament.

9. Basket Height

Baskets will be 8 1/2 feet high for U8 divisions. Baskets will be at 10 feet for all other divisions.

10. Basketball Size

All girls' teams plus all boys 10 and under will play with a women's ball 28.5. All other divisions will use a full size ball 29.5.

11. Stealing the Ball

Players in all categories may steal the ball when it is being passed. U8 has a "No-Steal" rule in affect when dribbling or holding the ball.

12. Game Play

- *Which team receives the ball first?*

- A coin toss prior to each game will determine which team gets the ball out-of-bounds first.

- *Check Ball*

- The ball must be 'checked' by an opposing player before it is put into play. The ball must then be **passed** to begin play.

- U8 & U10 must allow initial pass if passed outside 3pt line.

- No pressure of the player passing the ball in play.

- *Change of Possession*

- The ball will change possession after scored baskets and all free throw attempts with the exception of a technical, intentional or flagrant foul.

- *Taking it Back*

- The ball will be 'taken back' on each change of possession, regardless of whether or not a shot was attempted. Failure to 'take it back' results in loss of possession and any points just scored. There will be one warning. 'Taking it back' means bringing your whole body and the ball behind the 3pt arc.

- *Ball Out of Bounds*

- A ball will be taken out from the back court line near top of the key.

- *Boundaries*

- The basket structure, padding, and structural supports will be played as out of bounds. The actual backboard, including its face, top, bottom and sides are considered in play. If the ball goes over the backboard it is out of play.

- *Jump Ball*

- In a jump ball situation, the ball will first go to the team that lost the opening coin toss and then alternate thereafter.

- *Dunking*

- Dunking is not allowed at any time, including warm-ups. Dunking will be considered unsportsmanlike conduct and will result in a technical foul.

- *Substitutions*

- Substitutions may only be made during a time-out or dead ball situation.

- *Time-Out*

- Each team is allowed two one minute time-outs per game. The game clock will stop running during the time-out.

- *Player Injury*

- The referee or a Bob Perks Fund representative has the discretion to suspend play for the protection of the injured player.

- *Game Times*

- Each division will have a master bracket with information of which court they will play on and anticipated times.

- *Coaches*

- There can only be one designated coach per team. Only the coach can discuss game issues with the referee. All other adults will need to refrain from game dialog unless requested.

Miscellaneous

Each team is advised to check the Master Brackets at their Divisional Courts for game times, courts, etc. Excessive arguing with referees may result in ejection from tournament.

A player must leave the game when their abrasion has flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may re-enter the game. This is up to the determination of the referee.

A player is permitted to play in an age bracket older than their current age but they may not play in two different age brackets.

The Fine Print

Designated tournament officials shall have the power to make decisions on any points specifically not

covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. Summer Slam officials also reserve the right to disqualify any player and/or team for infractions of tournament policies, including the following:

Use of illegal players

The players listed on the team entry form as accepted by The Bob Perks Fund are the only ones eligible for play on that team. Player changes submitted to the Bob Perks Fund and accepted by tournament officials, must be completed and approved 3 days before the start of tournament. Under no circumstances will roster substitutions be allowed after the tournament begins. Before the beginning of the tournament, every player will sign a Liability Waiver Form. Any team using a player not properly registered will be disqualified from the tournament.

False Information

Information provided on a team entry form or accepted as a roster change is the basis for bracket scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.