



2013 ASCE PACIFIC SOUTH WEST CONFERENCE

Basketball Tournament

OBJECTIVE:

To collaborate with a team of 5 players and test their basketball and teamwork skills.

EVENT DESCRIPTION:

This is an indoor basketball tournament, where teams will be randomly selected into a single elimination bracket. The tournament will be a 5 on 5, full court game.

PARTICIPANTS:

- Each school may enter one team only.
- Each team must consist of at least 5 members.
- Each team member must be a registered participant of the PSWC 2013.
- 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 argue with the official.

DRESS CODE:

All players must be dressed with:

- Closed-toed and non-marking shoes must be worn.
- No hats, jewelry, do-rags, or bandanas are to be worn during the competition (except for religious or health purposes).

RULES:

1. Each team will consist of at least 5 required players at all time during the game. If the minimum requirements are not met, then the team must forfeit.
2. Substitutions may be made anytime the ball is dead. Substitutes must wait for the official to call them into the game.
3. After a team scores, the opposite team must inbound the ball from the base line
4. The inner edge of the boundary lines define the in-bounds, and out-of-bounds.



5. The ball is considered out of bounds if it passes completely over the backboard or touches the top or back of the backboard.
6. The side edges and bottom of backboard are considered in-bounds.
7. Each team may call one (1) timeout each half and in each overtime period. Only players in the game and on the team in possession of the ball may call timeouts. During a dead ball any offensive or defensive player in the game may call a timeout.
8. The game will consist of two 10-minute halves. The clock will not be stopped for free throws, held-balls, out-of-bounds, etc. Only injuries recognized by the official and timeouts will result in a stoppage of time.

OVERTIME:

1. If the score is tied at the end of the second half, an overtime period of two minutes will be played. This will continue to happen until there is a winner and loser.
2. Each team will have (1) 60 second timeout per overtime period.
3. Fouls carry over from the first two halves into all overtime periods.

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 not considered 3 points.
3. Each free throw made is considered 1 point.
4. If goal tending occurs the points awarded are according to the location the field goal was initially taken from.

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 back board, or when a player holding the ball touches any of the fore mentioned out of boundary areas.
2. The basketball will be awarded out of bounds after:
 - a. Non-Shooting violation



- b. The last free throw
 - c. A successful free-throw
 - d. Charging foul
 - e. Personal foul
 - f. Held or jump ball (alternating)
 - g. Beginning of the second half (alternating)
 - h. After a time-out
3. The team the ball will be awarded to and the official will dictate the location of the throw-in.

VIOLATIONS:

1. Free throw
2. Throw-in
3. Kick or fist
4. Traveling
5. Double dribble
6. Carrying or palming
7. Three-seconds
8. Closely Guarded Player
9. Backcourt Violations
10. 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 goal tending
2. Personal Fouls
 - a. General
 - i. You may not touch the 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 in downward flight.
 - iii. Players may not slap or touch the backboard.



- iv. Players may not push, charge, trip, nor impede 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. 5 strikes will result in an 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 and possession - for an intentional foul

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 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 of game
 - d. Fighting (fighting will result in automatic ejection and forfeit of tournament for all teams involved.)
 - e. Other