

2010 PYFA SPORTSDAY: BASKETBALL RULES & REGULATIONS

General Guidelines

1. All players and participants from each team must conduct themselves in a manner pleasing to God.
2. Each team must designate a captain.
3. The captain is the representative of the team and may address an official on matters of interpretation, to obtain essential information, if it is done in a courteous manner.
4. Only the captain from each team shall be the speaker during the game.
5. All substitutes must report to the scorers, giving their numbers (wherever applicable) and the numbers of players being replaced.
6. If a team that is scheduled to play does not make an appearance in court within 5 minutes of its appointed time of required presence, then such team automatically forfeits the game. No exceptions to this rule.
7. Preferably, every game should be prefaced by a word of prayer.
8. After every game, each player on either team, regardless of the outcome of the game, is required to shake hands with every player on the opposing team in a display of sportsmanship.
9. Fighting and physical aggression is not tolerated. Fighting and like activity results in an automatic ejection of the team from the tournament (not just the game).
10. All team players and personnel should be members of PYFA member churches meeting the criteria as laid out in the bylaws. In the case a player is found on game day to have not met these criteria, the respective team(s) will be ejected from the tournament.
11. The decision of the executive officials and the sports coordinators shall be final on all matters of dispute.

BASKETBALL TOURNAMENT RULES

Basic Rules

1. Each player on every team must have, at the very least, the same jersey or T-shirt color as that of his teammates. It is essential that each player's jersey or T-shirt number be etched on the cloth of the jersey or T-shirt.
2. All games consist of two halves.
3. No shot clock is employed in any game.
4. The game clock will run uninterrupted for all but the final two (2) minutes of each half of every game and upon granted TIMEOUTS.
5. The game clock will only stop with the first dead ball with less than two (2) minutes in each half or overtime period(s); and thereafter on each dead ball or free throw attempt.
6. Variations or alterations to rule '5' may be required for the purposes of time management. In such event, reasonable and objective application will be observed.
7. Substitutions between halves shall be reported to the scorers by the substitute(s) or the team representative before halftime is over.
8. Substitutions during a timeout must report to scorers before his team takes the floor.
9. Only one coach / manager per participating team will be permitted to situate themselves by the scorer's table during the game to monitor time, score, fouls, and timeouts. At the time any other non-designated people, place themselves by the scorer's table, the respective team will be assessed a technical foul. One free throw will be awarded and possession.

Time Periods

1. Twelve (12) minute halves in the qualifying, quarterfinal, and semi-final rounds with five (5) minute halftime.
2. The duration of a full timeout is one (1) minute.
3. Each team may avail itself one (1) full timeout and one (1) thirty (30) second timeout per half, except for in the Championship Game.
4. In the Championship Game, the teams may avail itself one (1) full timeout and two (2) thirty (30) second timeouts per half.
5. In the case of a tie game at end of regulation, and the team has available timeouts, the unused timeouts will transfer over into the overtime periods in addition to one (1) thirty (30) second timeout.

6. If a team calls a timeout when they do not have one available to them, results in a technical foul (2 shots and ball to opposition), and the timeout is not granted.
7. Teams in the tournament may or may not avail themselves of the timeout apportionment, but accumulation of the same is not allowed from one game to next game.
8. If a tie score exists at the end of regulation, teams will play five (5) minute overtime period(s), until a winner can be declared, with the exception of the championship game.

Conduct Rules

1. Any violation of the listed or otherwise acknowledged conduct rules results in a technical foul.
2. A technical and flagrant foul by a single player will be assessed as a personal foul.
3. A technical and flagrant foul on any team personnel (player, coach, bench, etc.) results in the opposing team receiving two (2) foul shots (free throws) plus possession of the basketball.
4. The receipt of two (2) technical fouls in a given game by a single player or a team personnel result in an automatic ejection from the game (not the tournament).
5. A flagrant foul results in the opposing team receiving two (2) foul shots (free throws) plus possession of the basketball.
6. Any player receiving one (1) flagrant foul in a given game will also be automatically ejected from the game. If that player receives two (2) flagrant fouls during the course of the day, he will be disqualified from the tournament.
7. An intentional foul will be assessed as a flagrant foul at the discretion of the game referees. If a player plays defense on the ball and fouls the opposing player that will be assessed as a personal foul.
8. A flagrant foul by a single player will also be assessed as a personal foul.
9. The officials of each game have the authority to penalize a players(s) and/or team personnel for inappropriate behavior, body language, and/or inappropriate conversation, at their discretion.
10. If a player or team personnel(s) continues to act or conduct himself in an inappropriate manner, the team will be disqualified from **ALL** further activities of Sports Day 2010.
11. Conduct that results in a technical foul: (this list is not all inclusive)
 - a. Cursing at anyone including referees, opposing players, and coaches.
 - b. Taunting players.
 - c. Hanging on the rim except in an instance to prevent injury.
 - d. Calling timeouts when all have been exhausted.
 - e. The presence of more than five (5) players on the floor once the game is in session.
 - f. The second of a delay of game violation.

12. The referee has full discretion to call a technical foul for reasons, which may or may not comply within the listed items above.

Game Rules

1. Teams must inbound the basketball within five (5) seconds.
2. No more than ten (10) seconds is permitted to advance the basketball past half court after gaining possession of the basketball.
3. A player may use no more than ten (10) seconds to shoot foul shots (free throws).
4. Five (5) Second Rule: If player with ball is legally guarded, he must either pass or shoot within five (5) seconds. If player with the ball chooses to dribble, the count will continue to five (5) seconds. However, while you are dribbling and you create enough distance between you and your defender, the referee will restart the count.
5. Three (3) Second Violation: If an offensive player has at least one foot in the paint for three (3) seconds, a violation will be called.
6. Each player is permitted to garner up to five (5) personal fouls per game. The fifth (5) personal foul results in a disqualification from the game.
7. The fifth (5) team foul in a half result in a one-and-one (1&1) situation for the opposing team player that was fouled.
8. The seventh (7) team foul in a half will result in a two (2) shot opportunity for the opposing team player that was fouled.
9. If in the unfortunate event of a team player that is fouled is not able to shoot the ensuing foul shots; any of his teammates may shoot them in his place.
10. Any shot made behind the three-point arc results in three (3) points for that player's team; therefore, if a player is fouled in the act of shooting a three-pointer, such player is given the opportunity to shoot three (3) foul shots (free throws).

Tournament Format:

The number of qualifying teams in a conference is subject to change depending on the number of total participating teams within the PYFA Sports Day 2010: Basketball Tournament. The tournament formats below reflect the advancement of teams in a conference with a minimum of 5 teams.

Qualifying Round

- *12 minute halves*
- *5-minute halftime*
- *1 full & 1 - 30 second timeout per half*

1. Each team plays all other teams in their respective divisions at least once.
2. After the qualifying round, the top four (4) teams (overall record wise) from each conference will advance to the playoffs.
3. After qualifying round tiebreakers between two (2) or more teams with identical records will go in the following order:
 - a. Teams with better head to head record
 - b. If a tie still exists, team(s) with greater number of total points accumulated
 - c. If a tie still exists, team(s) with least number of total points allowed
 - d. If a tie still exists, a coin toss will determine which team advances to the playoffs.

Quarterfinal Round

- *12 minute halves*
- *5-minute halftime*
- *1 full & 1 - 30 second timeout per half*

1. The four teams that advance from each conference will be seeded within their respective conference (#1 through #4 in the quarterfinal for each conference)
2. The teams will be seeded according to their overall record.
3. If two or more teams have overall identical records, teams will be seeded according to the following order:
 - a. Team with better head to head record
 - b. If a tie still exists, team with greater number of total points accumulated.
 - c. If a tie still exists, team with least number of total points allowed.
 - d. If a tie still exists, a coin toss will determine which team gets the higher seed.
4. The number one (1) seed will play the number four (4) seed.
 - a. The number two (2) seed will play the number three (3) seed.
 - b. The winners from this round will advance into the semifinal round.

Tournament Format

Semifinal Round

- *12 minute halves*
- *5-minute halftime*
- *1 full & 1 - 30 second timeout per half*

1. Two teams from each conference will be participating in this round.
2. The #1 seed vs. #4 seed winner; will play the #2 seed vs. #3 seed winner - within each respective conference.
3. The winners from this round will advance to the final round, the Championship Game.

Final Round

- *12 minute halves*
- *5-minute halftime*
- *1 full & 1 - 30 second timeout per half*

1. This is the Championship Game of Sports Day 2010.
2. The winner of the respective semi-final games will be representing their respective conference to participate in this game.
3. The winner of this game will be recognized as the PYFA Sports Day 2010 Basketball Champions.
4. If the championship game does not produce a winner within regulation time, then no more than two (2), five (5) minute overtime periods will be allocated to produce a winner. If at the conclusion of the second overtime, no winner is produced, i.e., game ends in a tie, then the championship game will be declared a tie and both teams pronounced co-champions.