

## **2010 Official Tournament Rules**

The following rules are intended to ensure fair play for all participants. Fabrika Streetball Jam promotes sportsmanship as a crucial aspect of the tournament. Observance of the rules, along with sportsmanship and respect for opposing team members and officials helps ensure a safe and enjoyable weekend for everyone.

### **Sportsmanship**

Good sportsmanship is expected from all participants and spectators at Fabrika Streetball Jam. Before the start of each game, every player will sign a Release and Waiver and Sportsmanship Pledge. Either the team captain or designated parent (if applicable) is responsible to aid in controlling the conduct of team-mates and team followers and will act as the sole team spokesperson at all times. Poor sportsmanship could result in the assessing of penalties against a team in either the Technical, Intentional, or Flagrant foul categories (see Fouls). Failure to comply with the sportsmanship standards of Fabrika Streetball Jam, with such acts as fighting, taunting, intimidating, excessive arguing, or verbally attacking a player, spectator, or tournament official can lead to the immediate removal of the offending player, team, or spectator from the tournament. Removal from the tournament will, at a minimum, result in the suspension from the next year's Fabrika Streetball Jam event. No alcoholic beverages will be allowed on-site. Drunken or disorderly players will not be allowed to play.

Every team should dedicate at least one player who will be able to take part in training or fun game session organised for participants, minimum 15 (fifteen) minutes during the Fabrika Streetball Jam.

### **Who Can Play?**

The tournament is open to players ages 16 and up.

### **Number of Players**

Teams may register up to 5 by the tournament entry deadline (1st of August 2010). The players listed on the team entry form as accepted by Fabrika Streetball Jam are the only ones eligible to play on that team. Player change requests will be accepted or rejected at the sole discretion of tournament officials. Such requests must be submitted and approved no later than 11:00 am, on 6th of August 2010. Under no circumstances will player/roster substitutions be allowed after the tournament begins. All games must start with at least three (3) players on each team. Any number of players (1, 2, or 3) may complete a game. Players may appear on only one team for the tournament. If any player appears on more than one team, that player will be expelled from the tournament.

### **Player Eligibility**

All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in Fabrika Streetball Jam and the potential effects on their eligibility.

### **Authorized Equipment & Apparel**

No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous piece of equipment on his/her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster, or metal, even if the equipment is covered with soft padding. Soft braces, sleeves, and wraps will be allowed unless they pose a danger to other players. Fabrika Streetball Jam tournament officials retain the right to disallow any equipment or apparel that they deem to be dangerous or inappropriate.

Each team must bring two shirts of matching colours to aid in identifying each team for fouls and scoring.

### **Basketball Size**

The full size basketball will be used for all games.

### **Keeping Score**

- A basket is worth one (1) point. A successful basket behind the two-point arc is worth two (2) points. A player must have both feet behind the line to be considered a made shot to be counted as 2 points.
- All games will be played up to 21 points, win by one (1) point or 30 minutes.
- Upon completion of each game, a representative from the winning team will take the final score sheet to the Score Area.

It is required that the winning team of each game supply a scorekeeper to keep points and track fouls for the following game on the same court. He/she will sign a score sheet upon completion of the game affirming the winning team. Failure to do the above will result in the non-cooperating team's next opponent being awarded four (4) points.

### **Warm Up Time**

Both teams will have warm-up time prior to the game at their assigned court. Warm-up time is dependent upon the weather and adherence to the tournament game schedule, and may be as little as 3 minutes.

### **Who Receives the Ball First?**

At the start of each game, a coin will be tossed to determine which team gets the opening possession.

### **Fouls**

Each team will be given six (6) team fouls before free throw attempts are awarded. Upon the 7th team foul, the bonus will be in effect and the fouled player will shoot free throws. One (1) free throw will be given for shooting fouls inside the 2-point arc, and two (2) free throws for shooting fouls outside the 2-point arc. If a foul is committed during a made shot, the point(s) will count and the fouled player will also shoot a free throw, but only after the bonus is in effect. After each free throw attempt, make-or-miss, the non-shooting team will receive the ball at the back court line. After a team commits its 10th team foul, the double

bonus will be in effect. In the double bonus, the fouled player's team will retain possession of the ball after a missed free throw.

### **Technical Fouls**

A technical foul will be called for unsportsmanlike acts such as 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 also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament.

### **Intentional Fouls**

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the referee, court monitor or Fabrika Streetball Jam official's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the officials observation of the act, if while attempting to play the ball, a player causes excessive contact.

### **Flagrant Fouls**

A flagrant foul maybe of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialog which is extreme or persistent, aggressive, or abusive. Players committing a flagrant foul will be suspended from play for the remainder of that game or for the rest of the tournament.

A technical, intentional, or flagrant foul cannot be called by a player. A referee, court monitor or Fabrika Streetball Jam official will make the call. Their decision is final. A technical, intentional or flagrant foul results in one (1) point for the offended team and possession of the ball.

### **Who can be on the court?**

Only the assigned players and teams are allowed to occupy the court at any time during a game.

### **Length of Game**

The first team to reach sixteen (21) points within thirty (30) minutes of play is declared the winner. The thirty (30) minute clock will be stopped during team time-outs and if the referee, court monitor or Fabrika Streetball Jam official stops play for a player injury or other unusual circumstance. In all situations, the referee, court monitor or Fabrika Streetball Jam official can declare a technical foul if he/she determines that a team is intentionally stalling to run out the clock. If neither team has reached a score of sixteen (21) points, the referee, court monitor or Fabrika Streetball Jam official shall stop the game after thirty (30) minutes of play. If a score of 21 is not achieved within 30 minutes, and a team has a lead of one or more points, that team is declared the winner.

If the teams are tied, overtime will be activated. In overtime, a coin flip will determine which team has the initial possession. The game winner will be the first team to score two (2) points in overtime.

### **Change of Possession**

The ball is exchanged after every made basket and all free throw attempts, with the exception of Double Bonus, Technical, Intentional, or Flagrant fouls. There will be no "make-it-take-it" rule. The ball must be thrown in from out-of-bounds at the top of the court. The ball and both feet of the player must be out of bounds to qualify and must be "checked" by the opposing team before it is inbounded. No shots may be made before the ball is thrown in.

### **Taking it Back**

The ball must be "taken back" on each exchange of possession regardless of whether a shot was attempted. Failure to properly "take-it-back" will result in loss of possession and any points just scored. "Taking it back" means bringing your whole body, both feet and the ball behind the two-point arc.

### **Ball Out-of-Bounds**

A ball out of bounds will be taken out from the back court line.

### **Boundaries**

The top, bottom and side of the backboard are all considered in play, however, the back of the backboard and the structure are considered out of bounds.

### **Jump Ball**

In a jump ball situation, possession will go to the defence.

### **Time Out**

Each team is allowed a single one (1) minute time out per game.

### **Player Substitution**

Player substitution is allowed during a time out or any dead-ball situation.

### **Player Injury**

In case of injury, the referee, court monitor, or Fabrika Streetball Jam official has the discretion to suspend play for the safety of the injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. If it is believed that a player has become severely injured, Fabrika Streetball Jam may require a written note from a medical doctor who has examined the player subsequent to the game injury and who has specifically authorized that player to continue participating in the tournament. In the case of an injury that causes a stoppage in play, an additional time out may be allowed at the discretion of the referee, court monitor, or Fabrika Streetball Jam official.

### **Game Times**

All printed schedules are effective through only the first game for all teams. Following the tournament's first game, each team is advised to maintain contact with their court and Fabrika Streetball Jam officials at the main stage for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5-minute grace period before a forfeit is enforced. Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes that could occur mainly due to inclement weather or other unexpected delays. Inclement weather and non-playable situations may result in the modification or cancellation of the tournament. Under these unlikely circumstances, team entry fees will not be refunded.

If games are running early and ALL members of both team sare on the court, the game can begin early but only if everyone agrees. It is your responsibility to notify your spectators of an early game start.

### **False Information**

If a player(s) information is falsely listed on the entry application, the player(s) will be disqualified from the tournament. Discovery at any time during the tournament of falsified team information will result in the disqualification of the entire team. In all cases, the entry fee is non-refundable.

### **Referees/Court Monitors**

Fabrika Streetball Jam will attempt to provide a referee or court monitor at each court to ensure the safe and honest playing of each game. In the event there is no referee, court monitor or Fabrika Streetball Jam official at any court, the foul and free throw rules will still apply, but players will call their own fouls, with the exception of technical, intentional, or flagrant fouls (See Fouls).

### **The Fine Print**

Fabrika Streetball Jam officials shall have the power to make decisions on any points not specifically covered in these Tournament Rules, and shall also have the complete authorization to interpret the intent and purpose of these rules.

For more info please get in touch with us at [\*\*streetball@fabrikafestival.com\*\*](mailto:streetball@fabrikafestival.com)