

NORTHGLENN PARKS, RECREATION & CULTURAL SERVICES  
**4V4 6' & UNDER ADULT BASKETBALL TOURNAMENT**  
**RULES & PROCEDURES**

**GENERAL INFORMATION:**

1. Teams of 4-8 are guaranteed a minimum of 3 games.
2. Minimum of 4 teams; maximum of 8 teams.
3. Any mix of male &/or female players is allowed; however, there will be no handicaps.
4. Players must be 72" maximum or shorter (without shoes) to participate
5. Baskets will be lowered to 8.5' **DUNKING IS PERMITTED. DO NOT HANG ON THE RIM.**
6. **Please note that any inappropriate language &/or behavior directed at players, officials or spectators will not be tolerated. Only ONE warning will be given. If the incident reoccurs, the player(s) involved will be asked to leave the venue. Technical fouls can & will be issued by the officials based on their discretion. Please help make this a fun & positive event, thank you.**

**PRIOR TO THE GAME:**

1. Each team can have up to 8 players on their roster.
2. Individual player waiver forms must be signed prior to tournament participation.
3. Players must only appear on 1 team roster for the tournament.
4. **Player height check, if a player is found to be over 6ft, the player will not be allowed to play.**
5. **Each team must bring a black and white shirt to the tournament**

**GAME RULES:**

1. All games can start with a minimum of 3 players; maximum of 4.
2. Only the teams scheduled to play may occupy the court at that time.
3. Each team is permitted one – 1 minute time out per game +1 additional time out in overtime.
4. The ball will change possession after each made basket.
5. The top, bottom & sides of the backboard are all in play; however the back of the backboard & supporting structures are considered out-of-bounds.
6. Jump ball at mid-court will decide possession to start the game.
7. All non-shooting fouls, violations & out-of-bounds will be inbounded at the spot of violation.
8. There are no 3 second lane violations.
9. Teams may press at any time; **NO 10 second mid-court violations will be enforced.**
10. When taking the ball out-of-bounds the player will have **5 seconds to inbound the ball.**
11. Game balls used will be official men's size basketballs (29.5)
12. Overtime- 2 minute stopped clock situation will be used to determine a winner. If still tied after this point, a jump ball will decide possession and a sudden death round will determine the winner. All team fouls and players' fouls carry over.

**SCORING:**

1. A field goal inside the 2-point line is worth 1-point. A player must have both feet completely behind the 2-point line to be awarded 2 points.
2. Games will be played to 21 win by 2, or first team to 25 with a 30 minute time limit (leading team wins after 30 minutes).
3. Goal Tending/Halo Rule – goal tending will be called by the official if the ball appears to be on the way down to the basket & 1 or 2 points will be awarded based on the shooters position. If the ball appears to be on the rim & is tipped out, the points will be awarded based on the position of the shooter.
4. All games will have a 30 minute game time limit; except for the championship.
5. If the game is tied after 30 minutes a jump ball at mid-court will decide possession.

## **FOULS & FREE THROWS:**

1. Each player is allowed 5 fouls, after 5 the offender must sit for the rest of the game
2. Hanging on the rim unnecessarily will result in a technical foul
3. All shooting fouls will be handled in the following manor:
  - a. When fouled in the act of shooting a 1 or 2 point shot (basket made or not), the offended player will have the option to either shoot 1-free throw from the free throw line for 1-point (if missed the offended team retains possession, if made the defending team is awarded the ball); or shoot 1-free throw from behind the 2-point line for 2-points (if made or missed the defending team is awarded possession).
  - b. Free throw(s) can end the game.
  - c. Non-Shooting Fouls – on or after the 7<sup>th</sup> team foul, the offended team again has the options stated above in rule 3-a.
  - d. Technical/Flagrant Fouls – the offended team again has the option stated above in rule 3-a. The offended team will also retain possession at the top of the court whether the free throw is made or missed. A player receiving 2 technical fouls in a game will be automatically ejected from the game in progress & the next full game. Technical fouls count towards team fouls.
  - e. Any team receiving 3 technical fouls in a game results in a forfeit of that game.
  - f. Fighting or throwing a punch or elbow or foul language towards other participants, officials or spectators automatically results in a technical foul assessed against the player(s) involved & immediate ejection from the tournament & the premises.
  - g. All free throws are dead balls & teams must stand behind the 2-point line & behind the shooter until all shots are completed.