

MADD BALLERS
Basketball Tournament
RULES & REGULATIONS

All rules **MUST** be read and understood by each & every player **BEFORE** registration.

1. The tournament committee makes all final decisions concerning all grievances; i.e. protests, eligibility, etc.
2. **The entry fee is \$625.00 Per Team due at Registration.**

Make All Payments via Pay Pal. **(NO CHECKS OR MONEY ORDERS)**
Info@CheddaVision.com

3. The first **36 Paid Teams** will be accepted.
4. **No team** shall have a player roster of more than **8 players** and no less than **6 players**.
5. Competition will be **Single Elimination**. **(Forfeit counts)**.
6. Roster must be submitted to the tournament committee immediately after completing registration. **No adding or deleting players after first game.**
7. **A team will be charged with a forfeit if it uses an ineligible player that is not on the roster.** The team manager is responsible for ensuring the eligibility & signatures of all players on the team. To avoid unnecessary forfeit please allow time before your first scheduled game to make sure the roster is signed by all the players on your team.

8. Destruction or damage of any property will be reported to and punished by the proper authorities. The player or team will pay for damages and will automatically be eliminated from the tournament.
9. No player shall play for more than one team during the tournament. If this rule is violated, all relevant games will be forfeited and will result in a loss for any team associated with this player.
10. Team Captains / Managers are the voice of their team and are responsible for their team's conduct. If any player or spectator appears to be under the influence of alcohol or drugs (**Rude Behavior Only**), the tournament committee / game officials have the right to expel them from any game and/or tournament and bar him/her from the gyms. **This rule will be strictly enforced.**

11. **Game Time & Time Outs:** □

Clock-Warm up, Halftime and Overtime: **Please arrive at your games no later than 10 minutes before your game time.**

(a) All leagues will play two **17 minute halves with a running clock.**

(b) Teams will be allowed a minimum of **3 minutes of warm up** time prior to the start of the game.

(c) **Clock will be stop for each dead ball situation only for last 5 minutes of second half.**

(d) Halftime will last **3 minutes** in length.

League officials reserve the right to cut warm up and halftime down to as little as 2 minutes if the schedule is running behind.

(e) **5 Minutes Overtime only.** (If no winner there will be 3 Minute Overtimes until a winner).

12. Each game will start with a jump ball at center court. Each possession thereafter will be alternated. The official scorekeeper will keep track of the possession arrow.
13. **Teams will be allowed 5 team fouls** before entering the bonus situations **(1 and 1 rule).**
14. ***Game time is forfeit time! (A five minute grace period will be given).***
15. Official scorekeeper must be notified before a substitution can be made, which will be allowed on all dead ball situations.
16. Players wearing glasses are advised to wear a protector or have shatterproof lenses.
17. Removable jewelry may not be worn during the game, nor hats or headgear that hangs below the collar.
18. All players must wear gym shoes and matching jerseys when playing. **(NO LOGOS OUTSIDE OF APPROVED SPONSORS ALLOWED) (EXCEPT SHOES – Nike, etc..)**
19. **A technical foul** will be assessed if the player's numbers are not visible to the officials (referee & scoring officials).
20. **A three point shot rule is in effect.** On the line does not count as a three pointer.

21. **If you choose to dunk then it is your responsibility to pay for the rim or backboard if it is broken or shattered.** The basketball committee will not be held responsible for the damage cost. **Dunking will be allowed during play only.**
22. A flagrant/technical foul will result in a player's dismissal from the game until a **\$25 fine is paid before the player is allowed back into the game. The \$25 fine is due before the team's next game or the player will be eliminated** for the duration of the tournament. **A player who commits two flagrant/technical fouls will be suspended from the tournament.**
23. **Fighting by any individual** (either on or off the court) will result in the individuals involved being ejected from the game and gymnasium. A **2nd altercation** from any team member from the previously penalized team(s) will result in that team's removal from the tournament.
24. The officials will only refer to the official scorekeepers and timekeepers of the game at hand.
25. **Only officials are allowed to give out technical fouls** for any taunting or foul language by members of the team or their respective spectators.
26. Please ask your fans' not to use negative comments or actions towards the officials, players and committee members.
27. **Calling any of the officials, timekeepers, scorekeepers, or any member of the basketball committee insulting names will not be tolerated and will result in a technical foul.**

28. Only estimated times will be given on the bracket for the game time. In case of forfeit or other circumstances teams are asked to be in the gym one hour before their own (unless they play the first game of the day, so that we can keep the games going). **Remember, the game time is forfeit time.** So again, to avoid necessary forfeits, please be in the gym a game before your own.

29. **If player(s) are under the age of 18 a parent or guardian must sign the release form.**

30. **Teams cannot have 2 or more players that are currently playing or have played NCAA Division I or II college basketball in the last 2 years. Teams will be asked to reduce or change rosters otherwise will be eliminated from the tournament.**



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MADD BALLERS BASKETBALL TOURNAMENT

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