



TOURNAMENT RULES

PLAYER ELIGIBILITY

- Each team must have 3 or 4 players on their roster and be registered as a team by the entry deadline.
- Players may appear on only one (1) team for the tournament.

PRE-GAME

- All games must start with at least 3 players but, can be completed with less.
- Teams **MUST** be at their court at their scheduled time, even if games are running behind.
- All teams are required to bring both a white and a dark colored t-shirt for game play

SCORING

- All fields goal are worth one (1) point.
 - Adult Division will have “hot spots” from which baskets will count as 2 points.
- All free throws are worth one (1) point.
- Games are played to 15 points - win by 1, or 12 minutes. Ties permitted during seeding round.
- During playoff round, in the case of a tie score at the end of regulation;
 - Overtime 1 - will be played for 1 minute
 - Overtime 2 - the first basket wins.

LIVE BALL / DEAD BALL / POSSESSION

- A coin flip before the start of the game will determine who takes the ball out. The team on the top of the bracket will call the coin toss.
- If necessary, there will be a coin toss to first determine possession to start each overtime with alternating teams calling the toss.
- The ball will change possession after a scored basket.
- On all changes of possession (defensive rebounds, steals, etc.) the ball must be passed or dribbled beyond the Check Line.
- “Taking back” means possession of the ball with two feet behind the Check Line.
- All jump balls will alternate possession.
- For all dead balls, the ball must be checked by an opposing player before it is put into play. The player must pass the ball at the top of the court to begin play.

TIME-OUT AND SUBSTITUTIONS

- Each team is allowed one (1) 30 second timeouts per game. Clock continues to run, except last 2 minutes.
- Player substitution is permitted during any dead ball situation.

(over)

FOULS AND VIOLATIONS

- All Youth games Grade 6 & Under, Grades 7-8 and HS will be officiated by CYBL.
- All Adult games are self officiated, with the offensive team calling all fouls.
 - Prior to each game teams will meet and agree on foul calling responsibility
- Every court will have at least one (1) CYBL Official who is responsible for score & time keeping, but not officiating.
- On team fouls
 - 1-6, offensive team retains the ball which will be Checked at the Check Line
 - 7-12, award a free throw for all fouls and the ball changes possession if the free throw is made or missed.
 - 13+, award a free throw for all fouls and if the free throw is made or missed the fouled team retains possession.
- For all the above, if a foul is called while a player is attempting a shot and the basket is made then count the basket, record the foul but do not award a foul shot.
 - If the basket is not made and there are less than 6 team fouls the shooting team retains the ball and must check it back in.
- The three second free throw lane rule will apply to all offensive players.

SEEDING CRITERIA

1. Record
2. Head-to-Head
3. 3 Game Total Point Differential (Total points scored – Total points given up)

PLAYER CONDUCT

- Continual misconduct or flagrant/intentional fouling will result in immediate dismissal of the guilty player or teams from that particular game and/or all remaining games at the discretion of the CYBL Official
- Fighting will not be tolerated under ANY circumstances and will result in immediate dismissal without refund.
- The team captain is the sole spokesperson for his/her team.
- Any questions, complaints, or comments shall be taken up with the CYBL Court Official
- The judgment decisions of the CYBL Court Official are final.