

Nothing But Net Rules 2019

Revised 3/25/19

Beginning:

- Games are scheduled for 25 minutes each and will start every half hour.
- Each team needs to bring a light and dark playing shirt.
- Teams must have at least 3 and no more than 4 registered players
- All team members must report to the scorekeeper table before each game in order to play each game. A minimum of 2 players are required to play; less than that is an automatic forfeit. Once the game has started, a team may play with one player if they have a chance to win. The decision to continue the game with one player will be made by the referee
- There will be a short warm-up period prior to the start of each game, providing the tournament is on schedule. NO DUNKING is allowed during warm-ups.
- BE ON TIME. Teams not represented on the court by the end of the warm-up period will forfeit the game. If a team is still playing a game on another court, a team representative is required to notify the referee that they are playing on another court
- Possession to start the game and overtime will be decided by a coin flip.
- The 8/9 team court will have an 8-foot hoop height

Play:

- An player who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the activity (game or practice) until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to the activity.
- Substitution may be made on any dead ball.
- One 1-minute time-out will be allowed per team, per game. The clock will NOT stop during time outs. Timeouts will not be awarded during the last five minutes of the game.
- Possession will change after each made basket.
- Jump balls will alternate possession; referee will call possession
- The ball must be taken BEHIND the arch line after each change in possession, dead ball, and free throw (made or missed) NO EXCEPTIONS.
- All in-bounding balls will be passed from behind the arch line and checked to an opposing player before passing the ball in.
- A ball that unintentionally hits the backboard and bounces back in-bounds is considered in-play; The Referee will decide.

Scoring:

- Field goals inside the arch line will be worth 1 point.
- Field goals initiated outside the arch line will be worth 2 points. The referee will signal a two-point shot if both of the shooter's feet are behind the arc.
- The winner will be decided by one of two ways: The first team to 15 and leading by two points will win the game OR the team with the highest number of points once the 25 minutes is up. There is no point differential if a game is played the full 25 minutes.
- Games tied after 25 minutes will be determined by "sudden-death" (first basket wins).

Fouls:

- All fouls and violations will be called by the Referee. Questions or complaints shall be addressed only by the Team Captain to the Referee. Judgment decisions of the Referee are final.
- All fouls will be counted as team fouls.
- Once a team commits more than six fouls, subsequent fouls will result in a free throw to the opposing team. Ball changes possession.
- Non-shooting fouls up to 6 per team: Fouled team keeps possession.
- Each player is allowed 6 personal fouls each game before fouling out.
- All free throws will be taken at the free throw mark. Ball becomes a dead ball after each free throw
- If a player is fouled on a shot (1 or 2 pointer), and if made, the basket will count and the shooter gets one free throw. If no basket is made on a 2-point shot, the shooter gets two free throws. Ball changes possession

Shooting Fouls or act of shooting fouls:

- **Technical Fouls** will result in one free throw for offended team and the shooting team will keep possession and ball will be taken out at the take back line. Player will be ejected from game after 2 technical fouls
- **Stalling the game:** The Referee will decide if a team is stalling. It will be treated as a technical foul
- **Flagrant fouls** will result in automatic ejection from the game, 2 free throws AND possession. If a player is fouled on a shot (1 or 2 pointer) the basket will count A Flagrant foul is defined as contact intended to hurt an opponent, fan, or Referee: or a non-contact foul involving vulgar or verbally abusive behavior.
- **Intentional fouls** (contact to neutralize an opponent's obvious advantage) may result in ejection from the game at the Referee's discretion. The offended team gets 1 free throw and possession. If a player is fouled on a shot (1 or 2 pointer) the basket will count.

Game Termination: In any game where, in the sole discretion of the referee, the game should not continue for any reason, including but not limited to flagrant and intentional fouls, fighting, or any other reason, the referee may terminate the game. If the referee terminates the game, both teams shall forfeit the game and the bracket will continue as a forfeited game with no standing for either team.

Semi Finals and Finals:

- Semi-finals and Finals will have no time limit and will be won by the first team to reach 15 points and ahead by 2 points or first team to reach 21 points and ahead by 1 point.
- One 1-minute time-out will be allowed per team, per game. The clock will NOT stop during time outs. Timeouts will not be awarded after 12 points have been earned by either team.

Authorized Equipment & Apparel: No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous equipment on his/her elbow, hand, wrist, finger or forearm, including equipment, but not limited to, hard leather, plastic, plaster, or metal; even if the equipment is covered with a soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. Knee braces must have ALL metal parts covered. As always, Canby Rotary Nothing But Net retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.