

5-ON-5 BASKETBALL RULES

VIC BEASLEY, JR. FCA

SIXTH ANNUAL TOURNAMENT



This is supposed to be FUN, always remember this.

Rules and Schedules are posted on the following website: vicbeasleyjr.com

All players must be listed on a pre-registered roster and must check-in with a valid id prior to tip-off.

1. TEAM MANAGERS:

1. Coaches are responsible for all governing rules and policies.
2. Coaches are responsible for their team and fan behavior before, during, and after their game.
3. Only the team captain or manager may address an official on matters of rule interpretation or to obtain essential information.
4. All players must be 18 or older (no longer enrolled in high school).
5. Any college players must have a written letter of clearance from the compliance office. No letter, no play. A team must have a minimum of 7 players who are out of college.
6. The Winning team roster can change if the team chooses to play in the "TBT" tournament. If this team's roster had 10 players play (out of college) then it must remain the same for "TBT." The roster can only change if the team has an open roster spot(s), mandatory release of a college player, or an emergency situation.

2. PLAYERS:

1. All players must present a valid id upon check-in. NO ID, NO PLAY!!!! (Note: There will be NO exceptions). Rosters are locked at check-in prior to the first game.
2. Maximum number of players per roster is 10, plus 1 head coach and as many assistant coaches as the team needs. If any coach is on the roster as a player, the team can only have 9 other players for a total of 10.
3. Players may only play on one team. Switching from one team to another is illegal, and will result in a suspension from participating for the remainder of the tournament. If this occurs, it may result in games for both offending teams being forfeited.
4. Coaches cannot coach two different teams.
5. Teams will have 5 players on the court at all times. If 5 are not available, the minimum number to start and end the game is 4.
6. Substitutions are unlimited. Subs may enter the game only on a dead ball, timeout or after the first free throw is taken. Subs may not enter the game until they check in at the scorer's table and an official calls them on the court.

3. EQUIPMENT:

1. AHS will provide game balls.
2. All participants must wear the proper athletic attire to participate, including proper court shoes, shorts and shirts (refer to rule 3.6). Marking soled shoes are NOT allowed on the basketball courts.
3. No hats/caps/bandanas.
4. No jewelry is allowed, with the exception being medical identification jewelry. Participants may not cover up jewelry with tape, band-aids or other such items, all jewelry must be removed.
5. No cast or splints (hard or soft) are permitted.
6. Participants must wear their own team jerseys, the jerseys must be the same color for each team member, and contain a number on the back.
7. Teams need uniform colors with numbers. Home and Away is preferred. The Home team will wear light colors and the Away team will wear dark colors. The Home team is designated as the first team listed. The Away team is the second team listed.

4. GAME TIME:

1. Before the game begins: players must check in at the scorer's table.
2. The game time provided on the tournament schedule is the start of the game. If a team does not have 4 players by the start time, they will forfeit the game. There is a 10 minute grace period only for the first game(s) of each day.
3. Timing – VBJ6 participants will play four (4) nine (9) minute quarters per game/stopped time with the last portion of the fourth (4th) quarter being un-timed, as described below in Paragraph f.
 - 3.1. Half-time will be 5 minutes in length.
 - 3.2. Pre-game/Warm-up/Grace-Period time will be 10 minutes.

- 3.3. The first games of each day there will be a 10 minute grace period. All games following the first games must start on time.
4. Team Time-outs – Each team will have three (3) 30 second timeouts (of which two (2) will carry over to the 2nd half) and one (1) sixty (60) second timeout. Timeouts may be called by players or coaches.
5. In the occurrence of a tie game at the end of regulation time, there will be a two-minute overtime with a stop clock on dead ball.

5. METHOD OF SCORING:

1. To read the 2020-21 NCAA Rules, click here: <http://www.ncaapublications.com>
2. Elam Ending Rules – At the first stoppage at or under 4:00 of the 4th quarter, the game clock stops and timed play ends. At this juncture, a target score shall be set, equal to the leading team's score plus eight (8). After returning from the media timeout, play shall resume without a game clock but with the shot clock, until one team matches or exceeds the target score. During the untimed portion (the Elam Ending), any foul on the floor (i.e. any non-offensive, non-shooting foul) while in the bonus shall result in one free throw and the fouled team's continued possession of the ball.
 - 2.1. Example: Team A leads Team B 70-63 at the first stoppage under 4:00. The game clock is turned off while the shot clock remains on. The target score is set to 78. The first team that reaches 78 wins the game.
3. Goaltending- A player cannot touch the ball on its downward flight towards the rim, nor can a player reach through the basket to play, or alter the flight of the ball.
 - 3.1. However, once the ball strikes the ring, any player can play the ball. Once the ball is in the basket, the offense can no longer violate.
 - 3.2. Any attempt by the defense to knock away a free-throw after it hits the rim will be deemed goaltending and result in one (1) point for the foul shot. If the offense interferes with a free-throw attempt, a successful free-throw will not count.
4. Personal Fouls – A player will be disqualified after their 6th personal foul.
5. Bonus – On the 5th foul of each quarter, all non-shooting fouls will be awarded 2 FT's.

6. 3-POINT CONTEST:

1. The 2021 VBJ 6th Annual 3-Point Contest will see 10 shooters compete across two rounds, starting by shooting from five locations behind the arc to accumulate points. Each location will contain a rack with four regular balls worth one point and one moneyball worth two points. A unique twist is that players can choose one location to place a rack that contains five money balls.
2. There will also be an additional shooting zone located six feet behind the three-point line, containing a single ball that will be worth three points on a make. Players will have 65 seconds to complete all their shots, with a maximum of 33 points for making each.
3. The five highest scoring players from the first round will advance to the championship round where a winner will be determined.
4. The contest will be streamed live via [Vic Beasley's YouTube Channel](#).

7. SLAM DUNK CONTEST:

1. The Slam Dunk Contest features 8 players competing in two rounds. Each player attempts two dunks apiece in the first round, then the four highest scorers advance to the final round. The remaining players then perform one dunk each to determine a winner.
2. First-round dunks will be scored on a scale of 6-10 by five judges, allowing for a minimum score of 30 and maximum score of 50. In the final round, judges will choose a winner by raising a card with the dunker's name on it. If there is a tie in the final round, the tied contestants will have a dunk off!
3. The contest will be streamed live via [Vic Beasley's YouTube Channel](#).

8. SAFETY AND LIABILITY:

1. The game of basketball is a contact sport and injuries (while mostly minor) do occur. Players should participate with this understanding. Also, participation in the tournament is completely voluntary. Adairsville High School, Vic Beasley, Jr., FCA, and/or Bartow County School System is not responsible for injuries incurred during play. It is strongly recommended that participants have satisfactory health status.
2. Prior to playing in the first game, each player must sign a liability waiver.

9. ALCOHOL AND DRUG POLICY:

1. Alcohol and Drugs are prohibited. Anyone suspected of being under the influence will be asked to leave the premises. Failure to do so may result in forfeiture of the game and/or additional security measures.

10. AWARDS:

1. The winning team will receive a trophy, medals, hats, and entry fee into the 1 Million Dollar Tournament in 2021.
2. Players/Coach MUST be present at the awards presentation.
3. Players/Coach MUST have signed in and participated in a minimum of one game during the tournament.

11. POOL PLAY:

12. Top two teams from each pool will advance to the Championship Bracket

13. Tie-breakers in pool play is as follows:

1. In any situation where two (2) teams are tied, head-to-head competition between the teams will determine the winner.
2. If more than two (2) teams tie, a point differential tiebreaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential - with the highest number placing above the second highest point total and the third highest point total next. (The maximum that you can beat a team and still gain an advantage is 15 points.)
3. If two (2) teams are still tied after the application of the formula, go back to rule number 1 to break the tie.
4. If more than two (2) teams are still tied after the application of the formula, the point differentials of the team(s) not involved in the tie are added, and the results recalculated.
5. The score of all forfeits shall be 15-0
6. If there is still a three-way tie, a three way flip of the coin will determine team placement