

# SSPX St. Louis Basketball Tournament Rules

All players must have waivers signed before the first game or they will not be allowed to play.

## 1. TIME

- Eighteen (18) minute halves; with two (2) minutes left in the second half, the clock can stop (only if the game is within twelve (12) points)
- Half-time breaks are three (3) minutes
- One (1) time-out per half, per team (one (1) minute long); two (2) *time-outs in one (1) half results in a technical*
- Overtimes will be three (3) minutes long; the clock can stop with one (1) minute to go; one (1) time-out will be added and fouls from the second half will carry over into overtime
- Five (5) minute breaks between each pool game

**PLEASE NOTE:** The schedule of games is very tight and it is very important that games start on time. TEAMS MUST HAVE 5 PLAYERS READY WHEN THE REFEREES ARE READY TO START THE GAME.

**IF A TEAM DOES NOT HAVE 5 PLAYERS READY AT GAME TIME, THE OPPOSING TEAM WILL BEGIN SHOOTING TECHNICAL FOUL SHOTS UNTIL 5 PLAYERS ARE READY.**

Thank you in advance for your assistance.

## 2. THREE-POINTERS – from the arc are in effect

## 3. FOULS/TECHNICALS

- Five (5) fouls and the individual is out of the game (a team can continue with four (4) players)
- For each technical, the player is assessed a foul
- Upon two (2) technical fouls the player is ejected from the game
- Any coach, player, or spectator caught fighting, flagrant fouls, using offensive, insulting, abusive, or taunting language, including foreign language, and/or gestures towards anyone during a game can result in a technical or expulsion from the game at the discretion of the referees (also from the tournament at the discretion of the priests)
- Arguing with the referees can result in a technical or expulsion from the game
- The tournament official has the right to shorten game times, if deemed necessary in order to keep game schedules running at a reasonable time

- If there are SEVEN (7) team fouls, there will be ONE-and-ONE foul shooting
- If there are TEN (10) team fouls, there will be TWO (2) free foul shots
- Entrance into the lane during free throws will occur on the release of the ball from the hand of the free throw shooter

#### **4. POSSESSION RULES**

- Three (3) second violation occurs when an offensive player is in the paint area
- Five (5) second violation occurs when an offensive player guarded holds the ball without dribbling or passing
- Ten (10) second violation occurs when an offensive team does not bring the ball to half court
- After the jump ball, the alternate possession rule will be in effect

#### **5. JERSEYS** – two (2) types of colored shirts and numbers are required

#### **6. THE FINAL EIGHT**

- The top eight (8) teams will advance to the final eight. The top two teams in each pool, based on record and tie-breakers, will advance regardless of record. The remaining six teams will advance based on record and tie-breakers, regardless of pool standing.
- In the final eight, the teams will be seeded based on record and tie-breakers. Number one will play number eight, number two will play number seven, etc. The winners advance to the final four and finally the winners of the final four advance to the championship.

#### **7. TIE BREAKER**

- If there are any ties (2-way/3-way/etc.), the following tie-breakers will be applied in this order:
  - a) Head-to-head
  - b) Least points allowed all games
  - c) Highest point differential all games
  - d) Total points scored all games
  - e) Coin flip

#### **8. TROPHY/MEDALS** - are presented to the winning team

***Nota bene:* Since this is a tournament sponsored by Catholics, all will be expected to abide by the decisions of the referees. Even in pro sports, the referees make mistakes; therefore, excessive complaining will not be tolerated.**