

Each player must meet the following conditions to check-in:

1) Present their own, valid Brighter Days ID Card before each contest to be eligible to participate.

OR

2) Be part of the team's roster, in which case they may present EITHER their own, valid Brighter Days ID Card OR a government-issued photo ID to be eligible to participate.

NO EXCEPTIONS!

All Brighter Days Sports participants are responsible for their own medical expenses. Any participant unsure of their physical condition should check with their family physician before participating in Brighter Days Sporting events/leagues.

GAME TIME IS FORFEIT TIME

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. If a game runs over the Anticipated ending time, then the teams to play after will be given 5-10 mins of warm-up time immediately following that game.

Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection, or forfeiture of the game. Spectators must also remain in the area designated by the officials. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. The officials are in absolute control of the game.

TBT Rosters

- The winning team is required to allow at least 7 players and 1 coach/manager from Brighter Days 5 on 5 Tournament to represent the team in TBT.
- Coaches/Managers may add to their roster under compliance with TBT rules.
- If the winning team decides not to participate in TBT, then the event manager will have authority to choose players of his desire to participate in TBT.

Brighter Days 5 on 5 Tournament Roster

- Maximum number of players per roster is 10, along with 2 coaches/manager.
- Players may only play for one team. Switching from one team to another is illegal, and will result in a suspension from participating in the remainder of the tournament. If this occurs, it may result in games forfeited for both teams the individual played for.
- You may make changes to your roster up until the registration deadline. Rosters are locked after the registration deadline.
- All players must be 18 or older with valid ID upon check-in (no longer enrolled in high school)
- Any college athlete participating must have a signed letter of clearance from the universities compliance office.
- Rosters may be altered up to the deadline of May 13, 2023 at midnight EST. After the deadline, your roster is locked. You may not add or drop players - NO EXCEPTIONS.
- In the situation where a player on your roster does not play or show, he will still be compensated if the team wins the tournament. The only exception is a mutual agreement from both coaches/managers (if a team has two) and the player of this matter.

Format

- Double Elimination Tournament
- There will be 1 championship game regardless of how many losses either team has.

1. Players and Substitutes

1.1 A regulation (Non-CoRec) team consists of five (5) players. A team must have a minimum of four (4) players to play a full game. A team must have four (4) players on the court at all times. *Exception: Less than four players are allowed if an individual cannot continue due to an injury or he/she has fouled out of the game, as long as the officials deem the team to have a legitimate chance to win the game.*

1.1.1 When a team has forfeited, the opposing team must have at least one player checked in with the supervisor to receive a win.

1.2 Substitutions must be reported to the scorer before entering the game. Substitutes may enter the game only when the official beckons them. Penalty: Technical foul.

1.3 Teams must wear jerseys of the same color, and each jersey must have a different number (numbers greater than 2-digits are not allowed). The size of each number must be at least three inches. Numbers must be sublimated or screen printed. Numbers may not be taped onto the jersey. Only one player per team is permitted to wear either 0 or 00, and all players on a team must be wearing unique numbers. 0 and 00 are considered the same number, therefore no two players on the same team may be 0 and 00 at the same time.

1.4 All players must wear non-marking rubber-soled athletic shoes. Vibram Five Fingers are not permitted.

1.5 Jewelry of any kind (friendship bracelets, rubber bands, chains, rings or earrings) may not be worn. Penalty: Technical foul.

1.6 Casts (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the supervisor, official or athletic trainer may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed.

2. Length of Game and Timing

2.1 There will be two twenty minute halves of continuous running time. Clock stops for team time-outs or official time-outs (e.g. for injuries or retrieving a ball). Clock is not stopped for violations. *Exception: During the last one minute of the first half and the last two minutes of the second half, the clock will be stopped for all dead ball situations (e.g., violations, turnovers, time-outs, fouls, etc.).* The clock will not stop on a made basket.

2.2 When a team is shooting free throws and a time-out is called, the clock will start when the ball is touched in bounds on a missed basket or after a throw-in on a made basket. The clock continues to run on technical fouls unless a time-out has been called.

2.3 There will be a three minute intermission period between halves.

2.4 Overtime: If necessary, a three minute period shall be played to determine a winner. Clock stops on all dead ball situations in the last two minutes. If numerous overtimes are needed, there will be a one minute break between overtime periods. The overtime period will be repeated until a winner is declared.

2.5 Mercy Rule: A team up by 35 points or more at any time in the second half or up by 20 points or more with two minutes or less remaining in the game, the game will end. A team leading by 20 points or more points during the second half may not use full court pressure.

3. Time-outs

3.1 Each team will have two 60 second time-outs per game (regulation timeouts carry over to 2nd half only) After each time-out the official should record the number of the player who called the time-out and the time it was called.

3.2 Time-outs may only be called by the team with possession of the ball or during a dead ball situation. Players that are in the game and coaches who have properly checked in and are not playing in the game may call a time-out. Players who are bench personnel may not call time-outs.

3.3 Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or during any overtime period at the expense of a technical foul. The technical foul must be given even if the official was unaware that the time-out was excessive.

3.4 One 30 second time-out per overtime period is allowed. Time-outs from regulation play do not carry over to overtime.

4. Violations

4.1 Backcourt: Teams will have ten seconds to cross the division line. Once the ball has been established across the division line (both feet and the ball), it is a violation to cross back over into the backcourt. Penalty: Turnover.

4.1.1 *If a team is winning by 20 or more points, that team may not actively defend players with the ball until the ball handler has crossed half court. Penalty: Delay of Game Warning.*

4.2 Three Seconds: An offensive player cannot be inside of or in contact with the freethrow lane (known as the key) for more than three seconds while the ball is in his/her team's frontcourt. Penalty: Turnover.

4.3 Five Seconds: If a player is closely guarded (within six feet) in the frontcourt and holds the ball for more than five seconds, or dribbles the ball for more than five seconds then a violation will be called. Penalty: Turnover.

4.4 Kicking: Kicking the ball is a violation only when it is an intentional act; accidentally striking the ball with the foot or leg is not a violation.

4.5 Goaltending: A player cannot touch the ball on its downward flight towards the rim, nor can a player reach through the basket of play, or alter the flight of the ball.

4.6 Traveling: When a player takes two many steps without dribbling.

4.7 Shot Clock

- There is a 30-second shot clock

- Shot clock will reset to 30-seconds in three scenarios: Change of possession, Offensive rebound of a missed field goal or free throw that hit the rim, after a loose ball foul is called on the defensive team immediately following a missed field goal or free throw that hit the rim!

- If the shot clock reads 0, a shot clock violation has occurred, even though the horn may not have sounded. Penalty: Turnover

5. Throw-In Violations

5.1 The thrower shall not leave the designated throw-in spot until the ball has crossed the plane of the boundary. Penalty: Turnover.

5.2 The thrower must pass the ball into the court within five seconds of the start of a throw-in. Penalty: Turnover.

5.3 The thrower may step on but not over the sideline.

5.4 The opponent of the thrower cannot reach through the throw-in boundary plane and foul the thrower. Penalty: Intentional foul.

5.5 The opponent of the thrower cannot reach through the throw-in boundary plane and touch or dislodge the ball Penalty: Technical foul.

5.6 The opponent of the thrower cannot cross the end line or its imaginary plane. This is a delay of game. The team should be warned on the first offense and then penalized with a technical foul on each subsequent offense.

6. Fouls

6.1 A player shall be allowed 5 personal fouls per game. On the fifth personal, that player shall be removed from the game. A personal foul is a player foul that involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal defensive and offensive movements. Technical fouls count towards a player's technical foul count and personal foul count.

6.2 A double foul is a situation in which two opponents commit personal fouls against each other at approximately the same time. In the case of a double foul, fouls are recorded, no free throws are awarded, and the ball is awarded to the team in possession at the point of interruption.

6.3 An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, excessive contact away from the ball, or when not playing the ball.

6.4 A flagrant foul may be a personal or technical foul of a violent or savage nature or a technical non-contact foul, which displays unacceptable conduct. If a flagrant foul occurs the player is ejected from the game.

6.5 When a player-control (charging) foul is committed, no points can be scored.

6.6 A technical foul is a foul by a non-player, a noncontact foul by a player, or an intentional or flagrant contact foul while the ball is dead.

6.6.1 Two technical fouls against a player or coach will result in immediate ejection of that person from the game.

6.6.2 Slapping either backboard or grabbing the rim is a technical foul. Exception: a player may grab the rim to prevent injury. Slapping of the backboard is only penalized as a technical foul if in the official's judgment the player slapping the backboard was not making a play on the ball.

6.6.3 Dunking is legal during the game only. Dunking during a dead ball situation will result in a technical foul.

6.6.4 A technical foul on a spectator or coach is charged to the team captain. Any two players and/or coaches and/or spectators ejected from a game will result in an automatic forfeiture of the game by the offending team. A technical foul will also be recorded as a personal foul of the offender; also included in the total team fouls.

6.6.5 A team leading by 20 points or more during the second half may not use full court pressure. Penalty - Team captain will be given a warning on the first offense and a technical foul on the second and any subsequent offenses.

7. Free Throws

7.1 A player will receive the one-and-one bonus after the offending team has accumulated 7 fouls each half. This rule applies to all common fouls. Exceptions include: shooting, player control, technical, intentional or flagrant fouls. On the tenth foul and thereafter the team who was fouled will shoot two free throws for all common fouls. Fouls in the act of shooting will be awarded free throws based on where the shot was taken and if the shot was made or missed.

7.2 When a player-control foul is committed, the basket will not be allowed and free throws will not be awarded.

7.3 Players will be awarded two free throws and possession of the ball for all technical, intentional or flagrant fouls.

7.4 Players will be awarded two free throws when fouled in the act of shooting inside the three-point line. If the basket is made, then the basket will count and the player is awarded one free throw.

7.5 Players will be awarded three free throws when fouled in the act of shooting beyond the three-point line. If the basket is made, then the basket will count and the player is awarded one free throw.

7.6 Each of the lane spaces adjacent to the end line must be occupied by an opponent of the free thrower unless the resumption of play procedure is in effect.

8. Free Throw Violations

8.1 Players who wish to occupy the marked lane spaces must do so quickly, and must alternate lane spaces with the opponent of the free thrower occupying the spaces nearest the end line. Note: These spaces **MUST** be occupied. Once the ball is at the disposal of the free throw shooter, *these players may not enter the lane until the ball has been released by the free throw shooter.*

8.2 Any player other than the free throw shooter, who does not occupy a marked lane space, must be behind the free throw line extended and behind the three-point line. *These players may not enter the lane until the ball has contacted either the rim or backboard of the free throw has ended.*

8.3 The free thrower must not touch the free throw line. He or she cannot fake a try, and must release the ball within ten seconds.

8.3.1 In a one-and-one situation this will result in a turnover.

8.3.2 If this occurs on the first attempt of a two shot foul, the first shot is void and the second will be administered.

8.3.3 If this occurs on the second attempt of a two shot foul, it will result in a turnover.

8.4 Failure to cause the ball to touch the rim will result in a dead ball.

8.4.1 In a one-and-one situation this will result in a turnover.

8.4.2 If this occurs on the first attempt of a two shot foul, the first shot is void and the second will be administered.

8.4.3 If this occurs on the second attempt of a two shot foul, it will result in a turnover.

9. Possession Rules

9.1 The possession arrow remains off until one team attains possession of the ball after tipoff. Once that happens, it's turned on and points in the direction of the team that lost the opening tip.

9.2 With the arrow now pointing to the team losing the opening tip, they'll be given the ball when the next alternating-possession situation happens.

9.3 Once the team with possession successfully inbounds the ball, the possession arrow will then reverse back to the other team and continue to alternate throughout the game.

9.4 The same rules apply to additional overtime periods.

10. Elam Ending

10.1 Elam Ending will be in affect in the Tournaments last 3 games.



11. Co-Rec Basketball

11.1 A regulation team consists of five (5) players, no more than three (3) of either gender, AND a minimum of one (1) of each gender on the court all times. A team must have a minimum of four (4) participants to play a full game. The possible combinations to start and continue play are 3f/2m, 3f/1m, 2f/2m, 1f/3m, 2f/3m. *Exception: Less than four players are allowed if an individual cannot continue due to an injury or he/she has fouled out of the game as long as the officials deem the team to have a legitimate chance to win the game.*

11.2 Scoring will be kept as follows: Three points will be awarded when a female makes a shot inside the three-point line. Two points will be awarded when a male makes a shot inside the three-point line. Four points will be awarded when a female makes a shot from behind the three-point line. Three points will be awarded when a male makes a shot from behind the three-point line.

11.3 All free throws, regardless of gender, are worth 1 point. However, females will receive the number of free throws which the attempted shot was worth. Therefore, a female fouled in the act of shooting from inside the three-point line will receive three free throws worth 1 point each, a male would receive two free throws worth 1 point each. A female fouled in the act of shooting from beyond the three-point line will receive four free throws worth 1 point each, a male would receive three free throws worth 1 point each.

11.4 Males ARE permitted to enter the lane(s) at each end of the court at any time.

11.5 In Co-Rec Competitive leagues: Males ARE permitted to block a female's shot.

11.5.1 In Co-Rec Recreational leagues: Males are NOT permitted to block a female's shot. Blocking of a female's shot by a male will result in a goaltending violation.

11.6 Equipment: A Men's ball will be used for all Co-Rec games.

12. Alcohol and Drug Policy

12.1 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.