



### **5 on 5 Basketball Tournament Rules**

#### **We follow HS rules unless otherwise stated below:**

- All games will be played in (2) 20-minute halves with a running clock, except for the last two minutes of the 2<sup>nd</sup> half, and last 2 minutes of OT.
- Inside the last two minutes, the clock will stop on all whistles, unless the point spread is 20 or more.
- Halftime shall be 3 minutes in length.
- Two (2) 30-second timeouts per half per team, plus one (1) 60-second timeout per game. The 30-second timeouts from the first half DO NOT carry over. One (1) additional 30-second timeout per team will be awarded for each overtime period.
- OT and double OT, 3 minutes on clock with jump ball start. 3<sup>rd</sup> OT, jump ball start with sudden death win (first team to score).
- 35 Second Shot clock Final 4 games (All other games will be played with no shot clock.)

#### **3-point shootout Format**

- 3-point shootout will take place during the intermission period of the tournament on June 21. Each team must select (1) player to compete for the \$300 gift card. Please connect with a staff member 5 minutes before the competition to sign-in (See Itinerary closer to tournament time.)
- The order of competition will be as their team is seeded. (Ex. Participant from team seeded 1<sup>st</sup> will shoot first and in the final round the player with the lowest score in the first round among the players who advanced shoots first in the final round)
- Each participant will have **60 seconds** to make as many 3-point shots as possible.
- Only shots with both feet behind the 3-point arc at the release of the ball will count
- Each made shot counts as one with a regular ball = 1 point; Moneyball= 2 points (Can be placed in any of the five shooting positions)

- Participants can start from either the left or right side to complete each station, whichever is more suitable to them.

### **Round 1**

- 16 competitors
- Top 8 with the highest scores advance to the Championship Round.
- The order of competition will be as their team is seeded. (Ex. Participant from team seeded (1) will shoot first.)

### **Final Round**

- 8 players will participate in the final round
- The competition order in the final round will be in inverse order. The player with the lowest score in the first round among the players who advanced shoots first in the final round.

### **Tiebreakers**

- **To Advance from first round-** In the event of a tie to determine the Final Round participants, a **30-second** tiebreaker will take place using the same competition format described above. If necessary, this process will be repeated until the tie is broken.
- **To determine champion-** In the event of a tie to determine the Champion, a full **60-second** tiebreaker will take place. If necessary, this process will be repeated until the tie is broken.

### **Things Coaches should know:**

- Teams must have their own uniforms to compete. (If possible, please use reversible tops)
- Each team must have at least 4 players to start the game. (15-minute grace period will be allotted after the start time. If the team still doesn't have enough players to start the game, then the staff may decide to forfeit the game.)
- If a coach or the bench gets a technical foul, the coach must sit for the rest of the game.
- If a coach is ejected from a game, they cannot coach the next game with that team.
- Coaches should observe the coach box rule as a show of sportsmanship and respect: The coach's box is considered the top of the key down on your team's side of the bench: coaches should not go outside of this area or interfere with score table.
- Coaches are responsible for fan conduct. Fans that cannot be contained could forfeit the team's game.

**Sportsmanship/Competition/Character: Zero Tolerance Rules: Bullying of any sort towards players, fans, coaches and/or referees etc. will not be tolerated. You will be asked to leave if caught violating this policy and no refunds will be given. We are enforcing this rule to ensure a positive, competitive atmosphere for everyone.**

- Two direct technical fouls during a game for a player, coach or team representative will result in their disqualification from the current game and the subsequent next game. (This may be applied to a team's next event if the ejection occurs in the last game of a tournament)
- Fighting and/or physical altercation will result in the individual's removal from the event and further sanctions from Brighter Days Foundation.
  1. No refunds once the schedule has been published and/or tournament play has started.
  2. **Event registration form and payment must be received by June 1, 2025. Please note: Payment received w/ check dated after June 1 will be an additional \$100.**
  3. **You may make event registration form changes up to June 16. Therefore, there will be no event registration form changes after June 16, 2025. (NO EXCEPTIONS)**
  4. Player waivers must be DocuSign and emailed to [cece\\_29@msn.com](mailto:cece_29@msn.com) or signed in person before playing their first game.
  5. Sixteen team (Max)/Double Elimination Tournament Format
  6. All teams will be randomly seeded on June 17 @ 7 pm EST Live on Instagram: @brighterdaysorg (Staff will meet to do a random hat selection, 1<sup>st</sup> team selected will represent the #1 seed etc.)
  7. **There will only be 1 championship game regardless of whether a team has suffered a loss or not.**
  8. 15 players/3 coaches max per roster. (If a team prefers to have no coach, he or she can leave that part blank on the event registration form)
  9. Players can only play on one team within the tournament. If a player is caught playing on two teams, the player will be confined to staying on the roster of the first team they played with for the remainder of the tournament even if it's not the players' primary team. If both teams have played a game, the second teams' games will be disqualified.