

Sterling Community Association Alumni Basketball Tournament Rules

1. Each team participant must pay the entry fee of \$10.00 and sign a wavier form prior to playing in their first game.
2. Each team should arrive 30 minutes before game time. Each team shall turn in a roster to the tournament director prior to playing in their first game, listing a team captain or contact person. Each captain will be responsible to inform all of his teammates of these rules. Ignorance of the rules is not an excuse.
3. All players must wear matching jerseys with numbers, preferably on both the front and back.
4. Every participant must have graduated from Sterling Public High School.
5. If your class is involved with a team, you must play with your team. However, if your team does not have enough players from your class you may combine with the next closest year (up or down one year). There will be an exception to this rule for the older classes. A player cannot play for two different teams in the tournament.
6. Games will be four 8-minute quarters with 1-minute rest between quarters. The clock running continuously except during the last one minute of the fourth quarter. During this time, the clock will stop on the whistle for every violation.
7. Teams will be given five minutes prior to the start of the game to warm up, and five minutes at half time. If games are running behind, there will only be three minutes before and at half time.
8. The tournament will try to run a game every 45 minutes to 1 hour, depending on the previous games.
9. All games will begin with a flip of a coin. (The older team playing will call.) The winner of the toss can decide whether to have possession of the ball at the beginning of the game or at the beginning of the second half. After this point, possession of jump balls will alternate from team to team during each individual halves.
10. Timeouts during the game will be 30 seconds with the clock stopping during timeouts. The clock will restart when the teams are back on the floor ready to play. Two timeouts per team per half is the limitation. They are non-cumulative except for overtime, which is an extension of the last half. One additional timeout is granted to each team for overtime. This timeout is added to retained timeouts from the second half of play.
11. If there is overtime in any game, the overtime will be three minutes. The game will stop on the whistle for every violation the last minute of overtime. Overtime will begin with a flip of a coin. (The older team playing will call.) If a second overtime is needed, a coin will be flipped again and the first team to score wins.
12. Games may start with 4 players. A team that does not have at least 4 players to play at the start of a game will forfeit the game.
13. Substitutions can be made only during dead ball situations. Substitutions should sit in front of the timer and official scorer after checking in, until the next dead ball situation.
14. Each team **must** provide one person for the following game to either run the clock or maintain the scorebook. We appreciate your cooperation with this.
15. Only protests concerning player eligibility and rule interpretation will be considered. The tournament director will handle protests on site.
16. Shooting fouls and intentional fouls will be shot the entire games. One-and-one fouls will be shot after 7 team fouls. Two shots after 10 team fouls.

17. Each player will be allowed five personal fouls, after which he is eliminated from the game. If a player fouls out and his team has less than five players to play, he may continue to play, with each additional new foul resulting in two shots and the ball for the opposing team.
18. Technical fouls will count as a personal foul. All technical fouls will result in two shots and possession of the ball for the opposing team.
19. Vibrating the backboard or touching the rim or net while the ball is in flight, will result in a technical foul.
20. **Unnecessary roughness, profane language, destruction of property and any other acts of unsportsmanlike conduct will not be tolerated, if used; participates and fans will be asked to leave. The penalty for fighting and/or abusive behavior will result in a technical foul and automatic ejection from the tournament with no refund. REMEMBER THIS IS A FUN, FUNDRAISING TOURNAMENT, PLEASE PLAY WITH GOOD SPORTSMANSHIP!**
21. **Any team that receives two technical fouls for rule #20 will not be allowed to play in the remaining games of the tournament.**
22. The scorebook at the official's table is final.
23. **Respect the integrity and judgment of the referees (keep in mind that the referees are amateurs).**
24. **ABSOLUTELY NO ALCOHOL OR DRUGS WILL BE ALLOWED ANYWHERE ON SCHOOL PROPERTY. Doing so will constitute automatic disqualification of the player(s) for the duration of the tournament.**
25. Full court defense is not allowed after a basket is made or dead ball situations until the last one minute of the second half.
26. The three point line will be used. Both feet must clearly be behind the line when the shot goes up. Referee's decision on the three point shot will be final.
27. The passing of the ball more than two lines will be decided before the beginning of the game by the two teams playing. If one team is opposed, the two-line rule will apply. (There will be no passing for more than two lines. This would mean from behind the free throw line to beyond mid-court and from mid-court to beyond the free throw line).
28. Dunking is allowed during a game, but the person dunking the ball may not hang on the rim. Hanging on the rim will result in a technical foul.
29. Nebraska high school boys/girls basketball rules will apply in all other situations.
30. **Failure to comply with these rules will result in an automatic disqualification from the tournament.**
31. If a player is bleeding, they must leave the court until the wound has been covered and the bleeding stops.
32. A loss in the lower bracket will mean the team is out of the tournament.
33. Top team listed in the bracket will be the home team.
34. Champions will be awarded t-shirts.