

Nothing but Net Rules 2010

Revised 7/20/10

Beginning

- Games are scheduled for 25 minutes each and will start every half hour.
- Each team needs to bring a light and dark playing shirt.
- Teams must have at least 3 and no more than 4 registered players
- All team members must report to the scorekeeper table before each game in order to play each game. A minimum of 2 players are required to play; less than that is an automatic forfeit. Once the game has started, a team may play with one player if they have a chance to win. The decision to continue the game with one player will be made by the referee
- There will be a short warm-up period prior to the start of each game, providing the tournament is on schedule. **NO DUNKING** is allowed during warm-ups.
- **BE ON TIME.** Teams not represented on the court by the end of the warm-up period will forfeit the game. If a team is still playing a game on another court, a team representative is required to notify the referee that they are playing on another court
- Possession to start the game and overtime will be decided by a coin flip.

Play

- Substitution may be made on any dead ball.
- One 1-minute time-out will be allowed per team, per game. The clock will **NOT** stop during time outs. Timeouts will not be awarded during the last five minutes of the game.
- Possession will change after each made basket.
- When a jump ball is called, the defense gains possession
- The ball must be taken **BEHIND** the 23' arch line after each change in possession, dead ball, and free throw (made or missed) **NO EXCEPTIONS.**

- All in-bounding balls will be passed from behind the 23' arch line and checked to an opposing player before passing the ball in.
- A ball that unintentionally hits the backboard and bounces back in-bounds is considered in-play; The Referee will decide.

Scoring

- Field goals inside the 23' arch line will be worth 1 point.
- Field goals initiated outside the 23' arch line will be worth 2 points. The referee will signal a two point shot if both of the shooter's feet are behind the arc.
- The winner will be decided by one of two ways: The first team to 15 and leading by two points will win the game OR the team with the highest number of points once the 25 minutes is up. There is no point differential if a game is played the full 25 minutes.
- Games tied after 25 minutes will be determined by "sudden-death" (first basket wins).
- Semi-finals and Finals will have no time limit and will be won by first team to reach 15 points and ahead by 2 points or first team to reach 21 points and ahead by 1 point.

Fouls

- All fouls and violations will be called by the Referee. Questions or complaints shall be addressed only by the Team Captain to the Referee. Judgment decisions of the Referee are final.
- All free throws will be taken at the 17' free throw mark. Ball becomes a dead ball after each free throw
- **Non-shooting fouls**
 - Non-shooting fouls up to 6 per team result in possession change
 - Non-shooting fouls beyond 6 per team result in 1 free throw to the fouled team. Ball changes possession.
- **Shooting Fouls or act of shooting fouls**
 - If a player is fouled on a shot (1 or 2 pointer) the basket will count and the shooter gets one free throw. Ball changes possession
 - Once a team commits more than six fouls the opposing team gets one free throw. If a player is fouled on a shot (1

or 2 pointer) the basket will count and the shooter gets one free throw. Ball changes possession.

- **Technical Fouls** will result in one free throw for offended team and the shooting team will keep possession and ball will be taken out at the take back line. Player will be ejected from game after 2 technical fouls
- **Stalling the game:** The Referee will decide if a team is stalling. It will be treated as a technical foul
- **Flagrant fouls** will result in automatic ejection from the game, 2 free throws AND possession. If a player is fouled on a shot (1 or 2 pointer) the basket will count A Flagrant foul is defined as contact intended to hurt an opponent, fan, or Referee: or a non-contact foul involving vulgar or verbally abusive behavior.
- **Intentional fouls** (contact to neutralize an opponent's obvious advantage) may result in ejection from the game at the Referee's discretion. The offended team gets 1 free throw and possession. If a player is fouled on a shot (1 or 2 pointer) the basket will count.

AUTHORIZED EQUIPMENT & APPAREL

No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous equipment on his/her elbow, hand, wrist, finger or forearm, including equipment, but not limited to, hard leather, plastic, plaster, or metal; even if the equipment is covered with a soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. Knee braces must have ALL metal parts covered. As always, Canby Rotary Nothing But Net retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.

Exceptions for 8/9 and 10/11 teams

- The 8/9 team court will have a 8 foot hoop height
- Consolation games for 8/9 and 10/11 year old divisions will be to 10 points or a 20-minute time limit.