

# Takin' it to the Streets

## RULES

### 1. Number of Players

Each team may consist of a maximum of 4 players and a minimum of 3 players. A team may have only 3 players on the court at any time. For all co-ed teams, a member of the opposite sex must be on the court at all times. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game.

### 2. Authorized Equipment & Apparel

No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster, or metal -- even if the equipment is covered with soft padding. Soft braces, sleeves, and wraps will be allowed unless they pose a danger to other players. Takin' it to the Streets Administration retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.

### 3. Eligibility Issues

All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in Takin' it to the Streets and the potential effects on their eligibility. Takin' it to the Streets is not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

### 4. Bracket Types

Teams will be divided into tournament brackets according to its player's ages or school grades, heights, playing experience, and competition level, in accordance with the information on each team entry form. Tournament officials reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament. Each adult player is required to possess personal identification at all times during the tournament.

### 5. Fouls

In some brackets, players will call their own fouls. More specifically, the player that was fouled will call the foul. All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shot is awarded. Fouls that occur during a "2 point" attempt will result in 2 free throw attempts. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed (please refer to points 5a, 5b, and 5c below for exceptions to this rule). After a foul shot, the ball will be placed into play from the backcourt line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. Court officials will referee all games in brackets consisting of teams whose players are primarily entering grades 3 through 8 as well as all games in the Men's Open Division. Men's 6' and under division may be refereed if a request is made to do so and both teams agree. In the men's open division, all fouls at and beyond 10 team fouls will result in 2 free throws for the player that is fouled.

#### a. Technical Fouls

A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. The court monitor/official may also assess a technical foul if he/she determines that the team is stalling in the interest of preserving a winning margin. Stalling is a style of play in which a team does not actively attempt to advance the basketball towards the basket and shoot the ball at the basket. A technical foul results in one free throw shot and the offended team maintains possession of the ball, which is taken out at the backcourt line.

#### b. Intentional Fouls

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on observation of the act by the court monitor, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the monitor's observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one free throw shot and the offended team maintains possession of the ball, which is taken out at the backcourt line.

#### c. Flagrant Fouls

A flagrant foul may be of a violent or savage nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or savage contact such as striking, kicking, kneeing, moving under an opponent who is in the air, and crouching or hiping in a manner, which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, savage, or abusive. A flagrant foul results in one free throw shot and the offended team maintains possession of the ball, which is taken out at the backcourt line. The player committing the foul will be suspended from play for the remainder of that game or for the rest of the tournament.

*A player cannot call technical, intentional, and flagrant fouls. The court official, court monitor or court marshal will make this call. Once made, the decision is final.*

### 6. Which Team Receives the Ball First?

A coin toss prior to each game will determine which team gets the ball behind the back court line first.

### 7. Keeping Score

All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. Games are played to 20 points; win by one.

### 8. Length of Game - ALL DIVISIONS

The target score for all games is 20 points, meaning the first team to reach 20 points within 25 minutes of play is declared the winner. The court monitor/official will stop play for a player injury and time-outs, or other unusual circumstance. If neither team has reached a score of 20

points, the court monitor shall stop the game after 25 minutes of play. If after twenty five minutes the game is tied, the game will go into overtime. The first team to achieve a two point lead wins the contest.

In all situations, the court monitor/official can declare a technical foul (see rule 10a) if the official determines that a team is intentionally stalling to run out the clock.

#### **9. Checked Ball**

The ball must be "checked" by an opposing player behind the backcourt line before it is put into play. The ball must be passed to begin play. The first violation will result in a warning from the court monitor or referee. Second and future violations will result in possession changes. In all divisions grades 3-8 players cannot defend beyond the take back line until the ball has been passed in.

#### **10. Change of Possession**

The ball will change possession after scored baskets. There will be no "make it, take it" rule.

#### **11. Taking it Back**

The ball will be "taken back" on each change of possession, regardless of whether or not a shot was attempted. Failure to "take it back" results in loss of possession and any points just scored. "Taking it back," means bringing your whole body and the ball behind the backcourt line. Failure to take it back will result in loss of possession.

#### **12. Ball Out-of-Bounds**

A ball out-of-bounds will be taken out from the take back line.

#### **13. Boundaries**

The basket structure, padding, and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom, and sides, shall be considered in-bounds.

#### **14. Jump Ball**

In a jump ball situation, the ball will first go to the team that lost the opening coin toss, alternating possessions thereafter.

#### **15. Dunking**

Dunking is not allowed at any time, including during warm-ups. Dunking will be construed as an unsportsmanlike act.

#### **16. Substitutions**

Substitutions may be made during a time-out or a "dead ball" situation.

#### **17. Time-Out**

Each team is allowed a single one-minute time-out per game. The 25-minute clock will not run during time-outs.

#### **18. Sportsmanship**

Good sportsmanship and cooperation is both anticipated and expected. Any questions should be addressed to the official at the court. The team captain or designated parent, if applicable, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to the court monitor/official. Poor sportsmanship could result in penalties against the team in either the technical, intentional or flagrant foul categories (see rule 10). Disqualification of a particular player or an entire team is left to the sole discretion of a court monitor, court marshal, or tournament official. There will be no review of video or other types of recordings used in any decisions made by court monitors or officials. The court monitor or tournament official's decision is final.

#### **19. Player Injury**

A court monitor or official has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. If it is believed that a player has lost consciousness during a game, or is severely injured, Takin' it to the Streets Event Administration will require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the tournament.

#### **20. Game Times**

Printed schedules are effective only through the first game for all teams. Following the tournament's first game, each team is advised to check the Master Scoreboard for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5-minute grace period before a forfeit is enforced. Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes that could occur mainly due to inclement weather or other unexpected delays. Inclement weather and non-playable situations may result in the modification or cancellation of the event. Under these unlikely circumstances team entry fees will not be refunded.

#### **21. The Fine Print**

Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. Takin' it to the Streets officials also reserve the right to disqualify any player and/or team for infractions of tournament policies, including the following:

#### **22. Use of Illegal Players**

The players listed on the team entry form as accepted by Takin' it to the Streets are the only ones eligible for play on that team. Player changes submitted on authorized Player Change Forms, and accepted by tournament officials, must be completed and approved by 9:00 a.m. on the first day of tournament play. Under no circumstances will roster substitutions be allowed after the tournament begins. Before the beginning of each game, every player will sign a Release and Waiver and Sportsmanship Pledge. Any team using a player not properly registered will be disqualified from the tournament.

#### **23. False Information**

Information provided on your team entry form or accepted Player Change Form is the basis for bracket scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.