

2008 J-Day Basketball Tournament Game Rules

General

Games will start *promptly* at their scheduled times. Any team that does not show up on time for their game will automatically forfeit that game.

A team must have at least two players present to play their game. Just because a team only has two players does not mean their opponent is obligated to “play down” a man, though it is considered a courteous gesture to do so.

Teams will shoot free throws to determine who will start with the ball. If one team misses while the other makes the free throw, that team will begin with possession.

If a shot hits the rim and is rebounded by the defensive team, that team must take the ball to the top of the key. Teams may defend and/or prevent opponents from returning to the top of the key.

Scoring

When playing on courts 1, 2, 4, or 5, all baskets will be worth 1 point.

When playing on courts 3, 6, or in Gym 1, all shots from beyond the three point arc will be worth 2 points, and all shots inside the arc will be worth 1 point.

Loser gets the ball after each point.

Teams should keep track of their own score or appoint a spectator to be their official scorekeeper.

Winning

The first team to 11 points wins.

The winning team must win by at least 2 points.

If after 15 minutes, neither team has reached 11 points, the team that is ahead will be declared the winner.

Substitutions

Teams are allowed one substitution per game.

If a player is injured during the course of a game, a substitute/alternate player may come in without a substitution being charged to the team.

Inbounding

Teams must “check” the ball prior to placing it into play.

Teams will inbound the ball from the top of the key in the event of a foul or any occurrence where the ball goes out-of-bounds.

Fouls

Players should call their own fouls.