



# BLACKTOP BATTLE OFFICIAL RULES

1. 4 players per team. 5<sup>th</sup> player is optional, however requires additional registration fee. Games may be started and completed with only two players, but not with just one player.
2. Teams will be seeded according to skill level, age, and gender chosen on entry form.
3. **No Roster changes are allowed after the team's first scheduled game.** All roster changes or additions must be made on a player replacement form, prior to the team's first scheduled game. It is at the discretion of the staff to approve any player changes since the new or additional player can not alter the team's placement in the tournament, which is based on its original roster. **All players must have a photo ID or some form of ID to verify their age.** We reserve the right to reject any player additions and to disqualify a player and/or team for use of non-roster players, unauthorized substitutions, submission of false information, and/or bad sportsmanship.
4. All players must sign a release waiver. Any player under 17 years of age MUST have the release waiver signed by a parent or guardian.
5. The 25-minute clock will be running, even during timeouts. However, the clock will stop for every dead ball and timeout made during the last 2 minutes of the game and injuries.
6. Each court will be monitored by a certified referee. ALL calls made by the ref are FINAL and should NOT be argued. NOTE: The clock will NOT stop during disputes, except during the last 2 minutes of the game.
7. ABSOLUTELY no fighting or foul language will be tolerated. Players will be ejected from the tournament. This includes coaches and spectators.
8. Play will begin on a coin toss. In the event a game goes into overtime, the team not receiving first possession in regulation will begin with the ball in overtime.
9. Players can only substitute on a "dead ball."
10. The ball will change possession after each made basket; no "make it, take it."
11. Each basket will be worth one point, except for shots taken beyond the 3-point arc, which will count for two points. BOTH of the shooter's feet MUST be behind the line.
12. The ball must be "checked" by an opposing player on every dead ball. The ball must be passed to a teammate to begin play.
13. The ball must be "taken back" on every change of possession; "take back" means both feet must be behind the 3-point arc.
14. All dead balls must be taken out at the top of the key.
15. Although this is "streetball," there will be no double dribbling, carrying or traveling allowed.

**16.** There will be an unwritten 30-second shot clock in effect. A basket MUST be attempted within 30 seconds, or the team will forfeit possession. Stalling or holding the ball with time running down is NOT allowed and will be enforced by the court monitor/referee at his/her sole discretion.

**17.** Games will be determined by the first team to 15 points, win by two, or the team with the highest score after 25 minutes, whichever comes first.

**18.** A ten-minute forfeit allowance will be enforced. Teams that do not arrive within 10 minutes of their scheduled start time will forfeit their game.

**19.** In the event of a tie (both teams have equal points at the end of 25 minutes), there will be a 2-minute running clock overtime with no time outs. The team with the most points wins.

**20.** In the event of a tie at the end of overtime, sudden death will take place and the first team to score will win. Coin toss will determine first possession in sudden death.

**21.** Each team will be given (2) :30 sec timeouts. Time will continue to run, unless it's the last 2 minutes of the game.

**22.** Jump balls go to the defense.

**23.** For the first six (6) fouls, shooting or non-shooting, the ball is taken at the top of the key by the fouled team. If a basket is made on a shooting foul, "AND 1," the basket will count but the ball will change possession. Beginning with the seventh (7) team foul, the fouled player will be awarded one (1) free throw. Regardless if the free throw was made or missed, the ball will change possession. In the act of an "AND 1" situation on the seventh foul, the basket will count and the player will get one (1) free throw. The ball will change possession regardless if the free throw is made or missed. Beginning with the tenth (10) team foul, the player fouled will be awarded one (1) free throw and his/her team will retain possession. In the act of an "AND 1" situation, the basket will count, the fouled player will receive one (1) free throw, and his/her team will retain possession.

**24.** The team captain is the sole representative for his/her team. Only the team captain may dispute a call or discuss explanation of rules with the referees/court monitors.

**25.** Flagrant fouls or continuous misconduct will result in team forfeiture and team dismissal from the tournament. All flagrant fouls are called by the referee or Blacktop Battle Event Staff. A flagrant foul may be a personal technical foul of violent or savage nature or a technical non-contact foul that displays unacceptable conduct.

**26.** If a player shoots and the ball only touches the backboard, not the rim, that same player is allowed to get the ball.

**27.** Check with the referee/court monitor to be precise on the boundaries. The top, sides, and bottom of the backboard and the baseboard are inbounds.

**28.** To determine which teams advance to the playoff round when two or more teams have the same record following pool play, head-to-head will be the first tie-breaker. If the teams did not play head-to-head then point differential will be used.