

Wenatchee Apple Blossom 3/3 Tournament Rules

Checked Ball: The ball must be “checked” by an opposing player before it is put into play after a made shot or out of bounds. The ball must be passed to begin play. The ball and the player must take the ball back to the checkback line.

Stealing the Ball: Players in all age categories may steal the ball when being passed in from a dead ball situation.

Fouls: In adult & HS brackets, the participating players will call their own fouls. **Officials will call fouls for grades 1-8.** All called fouls on shot attempts will result in one free throw shot.

A change of possession will result regardless of whether the free throw shot is made or missed.

After a foul shot, the ball will be placed into play from the back-arc. Team fouls five (5) and above will result in two free throws. If a player is fouled and makes the basket while the player’s team is in the bonus situation, the basket counts and one foul shot is awarded to the player. This applies regardless of whether it was a one-point or two-point basket. Players who are fouled and make a basket before the bonus situation simply receive the points for the basket and no foul shot is awarded.

- A. Technical Fouls - A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Technical fouls will award (1) point to the opposing team and the ball. Two (2) technicals on the same player will result in removal from game and tournament.

Which Team Receives the Ball First: A coin toss prior to each game will determine which team gets the ball out of bounds first.

Length Of Game Scoring- ALL DIVISIONS: The target score for all game is twenty (20) points, meaning the first team to reach twenty (20) points within twenty (20) minutes of play is declared the winner. **Play is stopped after twenty (20) minutes and the team which has the lead is declared the winner.** If the score is tied, overtime is played. A coin toss prior to overtime will determine which team gets the ball. In the overtime period, the team which scores two (2) points first is declared the winner. The Twenty (20) minute clock is stopped during team time-outs and if the court monitor stops play for a player injury or other unusual circumstance.

Keeping Score: All made baskets from inside the two point arc count as one point and made baskets from outside the two-point arc count as two points. A court monitor will keep score, timeouts and fouls.

Time outs: Each team is awarded one (1) 30 second time out. This includes overtime games.

Taking it back: The ball will be “taken back” on each change of possession, regardless of whether or not the 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 check back line at the top, not the sidelines.

Dunking: Dunking is not allowed at any time, including during warm-ups. Dunking will be construed as an unsportsmanlike act & will result in a technical foul

Tie-Breaker Rule: Pool play Tie-Breaker 1) head to head between teams tied 2) Point differential 3) Total points allowed 4) Coin flip by the tournament director.

Basketball Height: In grades 1-2 the basketball height will be 8 ft. All other divisions 10 ft.

Forfeit: 5 minute grace period will be allowed for teams not showing up on time. If a team does not show up within that time they will forfeit.

