

NATCON24 BASKETBALL

RULES AND REGULATIONS



PLAYER ELIGIBILITY AND TEAM COMPOSITION

A player is a registered student attending National Convention, a member of the National Convention staff team, or a parent/chaperone attending National Convention; guests/visitors are not eligible.

A full team consists of 6 players, with three players on the court at all times. You are limited to the following: 1 male intern/program director, 1 female intern, and 1 adult per team. None are required.

Team Captains may add players to their team by May 10th by contacting the NatCon Sports Director, Lauren Tate, at lauren.tate@teenpact.com. If you do not have 6 players on your team, the additional spots will be filled by the NatCon Sports Director.

If you do not have a team, you can register as a “free agent” and will receive your team information the week before NatCon.

All teams will be finalized prior to the tournament. Once the tournament has begun, extra players will not be permitted to join.

EQUIPMENT

All players are required to wear shoes and the TeenPact-provided team-color shirt. Boots and sandals are prohibited. For safety reasons, players may not wear dangling accessories of any kind (earrings, chains, etc). Casts or any items deemed dangerous may not be worn during the game. Gloves will not be permitted. Games will be played with a regulation 29.5 inch indoor basketball, which will be provided by the Tournament Director at the court.

GAME LENGTH

Games will be 20 minutes long, with 10 minute halves. There will be a 3 minute break between each half. Each team will be given a 60 second long “timeout” per half. If the game is tied at the end of regulation, the game will be decided by a two minute running clock.

A forfeit will be awarded if an opposing team is not ready to play within 5 minutes of the scheduled start time. The clock will start at the scheduled start time and time will not be made up if a team shows up late. A forfeit will be registered as a win for the team that is ready to play and a loss for the team that is not ready.

GENERAL GAME PLAY

All games will be self-officiated. Players are expected to make their own foul and possession calls in accordance with the below stipulations.

The clock will run without stopping during general play. The only causes for a clock to stop are for fouls and change of possession in the last 2 minutes of the game. The clock will also stop for

injuries.

Between a scored point or an “out of bounds” ball, players will resume gameplay with possession at the top of the key. Gameplay will begin with a “check”. A check is designated by the ball being possessed by the rightful team, passed to a member of the opposing team, then repossessed in a fair manner. Once the correct player has repossessed the ball, then the ball is live, and is liable to a steal or other appropriate defense.

All players will respect the boundaries for the court. If the ball touches a line, or the player in possession of the ball steps on or over a line, the ball is considered out; play will stop, and possession will be turned over. Players must respect the half court boundary line as being out. Players may attempt to reasonably recover a ball that is going “out,” but must do so before either they or the ball touches any ground or obstacle out of bounds.

After a live ball change of possession (such as a steal, defensive rebound, or recovery), the group that gains possession of the ball must “clear” the ball to behind the three-point line before beginning another offensive rotation. The rules of a “clear” are as follows:

- If a ball is not currently in the hands or control of any specific player, it is still considered to be under the possession of the team that controlled it last.
- “Possession” is denoted by a player from either team having control of the ball. This means the player must have a reasonable amount of physical control over the direction and positioning of the ball, must establish themselves as in a controlled stance with a foot on the ground, the ball in their physical control, inside the boundaries of the court. This denotes possession of this player, and consequently, their team. Touching a ball is not equivalent to possessing the ball.
- A clear is required anytime there is a change of possession that occurs during live play. This change of possession occurs either by a steal, rebound, or recovery.
- A clear is done by the defensive team possessing the ball and then taking the ball to the outside of the three-point line. The player in control of the ball must establish themselves with both feet behind the three-point line for a clear to be legal.
- If a team fails to clear the ball before scoring a shot, the point will be considered void, but possession of the ball will be maintained.
- A defensive rebounder who makes a direct pass that clears the ball must clear the lane and re-establish himself outside the three-point line before his team’s shot or pass hits the rim.

Upon scoring a point, the ball will be returned to the top of the key in the possession of the team that was just scored on. The tournament will follow a “losers take” format of basketball. However, a possible exception exists if a player is fouled while shooting the ball (see “Fouls and Team Penalties”).

All shots within the three-point arc will be worth two points, all shots from behind it will be worth three. Free-throws are all worth one point per shot.

During a free throw, the player shooting the free throw will stand behind the free throw line, on the inside of the arc. This player must complete the shot without touching any of the lines; if this

player walks across one of the lines before his shot has completed its path and either hit or fallen below the rim, then the shot is void and the ball changes possession.

During a free throw, two players of the team opposing the shooter will station themselves outside the lines immediately under the hoop, not to cross the lines until the ball has left the player's hands. Two players of the same team as the shooter will line up immediately adjacent to the first two, filling up the middle position of the free throw spaces. Of the two remaining spots, one will be filled by the remaining defensive player, while the other will be left vacant.

After a free-throw, the ball will be live upon a miss. Therefore, if the defensive team gains possession, they must clear the ball. If the offensive team gains possession, they can continue normal gameplay immediately. Upon a successful shot, the ball will be given to the team that committed the foul, and must be checked.

FOULS AND TEAM PENALTIES

Aggressive / Flagrant Fouls - Aggressive or flagrant fouls must result in an immediate benching of the player who commits the offense for the remainder of the game.

Shooting Defensive Fouls - Shooting fouls are defined as any fouling contact made against an offensive player who is in the possession of the ball and within the process of shooting the ball. The player must not be dribbling. A shooting foul anywhere on the court will result in the player who was fouled choosing between one free throw attempt or repossessing the ball.

Non-Shooting Defensive Fouls – If a non-shooting, defensive foul occurs (as outlined below), the offensive player may re-check the ball and start play at the top of the key.

If a defensive player decides to reach for the ball, the player must not make so much contact that the player is thrown off balance or their momentum is halted.

Handchecks are not allowed. A player may momentarily touch an offensive player, but may not make contact that is so strong that it would affect the offensive player's momentum, stability, or path of movement.

Defensive players may not attempt to occupy a space held by another player. A defensive player may stand his ground so long as his feet are planted.

Offensive Fouls - If a defensive player plants his feet and is run over by an offensive player in possession of the ball, then play stops, a foul is registered on the offending team, and the ball is given to the defensive team, switching possession. Players may not take a charge within a four-foot arc underneath the basket. Play will start at the top of the key.

CALLING FOULS

All players are expected to call their own fouls. Only the players making/receiving the contact

may call the foul. If a player calls a foul and the other player does not contest, then the foul is received and docked against the team, and possession is turned over (when appropriate). If the call is contested and cannot be resolved, then the player who is making the call will take one single, uncontested three-point shot. If that shot is successful, then the foul is registered, and the play resets with possession returning to the appropriate team. If the shot is unsuccessful, then the foul is not registered, and possession is given to the team whom the foul was called against.

SPIRIT OF THE GAME

Players are expected to conduct themselves with respect. This formatting of basketball places the responsibility of fair play on the player. Players are encouraged to be competitive, but never to a degree that compromises or disrespects other players, the game, the rules set forth, or the environment within which this tournament is conducted. Such actions, such as taunting opposing players, dangerous aggression, belligerent intimidation, intentional infractions, foul language, or other win-at-all-costs behavior, are contrary to the spirit of the game and must be avoided by all players.

Additionally, players are expected to abide by the TeenPact Casual Dress Code at all times. Players may not participate if they are not within Dress Code.

If violations of conduct occur, the NatCon Sports Director, Lauren Tate, and the NatCon Program Director, Quinton Cools, reserve the right to remove any individual from the tournament.

QUESTIONS?

Please direct all questions to Elise Hof, at basketball@teenpact.com.