

BASKETBALL TOURNAMENT RULES
OKLAHOMA BCM
March 26-27, 2010

ELIGIBILITY

Players are to be students enrolled at the school for which they play.

Players shall be involved in the BCM they represent.

Students who have played basketball with a varsity team this year or practiced with this semester are ineligible.

Students who have played two years of varsity basketball are permanently ineligible.

All questions or appeals shall be made to Charles Lillard.

EQUIPMENT

Each team shall provide its own warm-up basketballs and one ball suitable for game play. Officials shall decide which ball will be used for the game.

Each team shall bring two sets of jerseys with legal numbers on them. They may be one reversible jersey of contrasting color.

All training supplies and a first aid kit should accompany each team.

Each team shall have one person to be either scorekeeper or clock keeper. This person shall be in place as warm up begins.

Each team shall provide water only for players on court. No food or drink other than water is permitted in the gyms.

Each team shall supply a team roster to the scorekeeper prior to each game. Roster shall have school name, player names, and corresponding numbers.

RULES

1. Oklahoma High school rules will be followed with some exceptions as mentioned below.
2. Play shall consist of two 15 minutes halves with a 5 minute halftime. Running clock will be used except for timeouts, shooting fouls, and the last two minutes of the game.
3. Dunking is prohibited during, prior to, or following a game. Dunking is prohibited at anytime in gyms and will result in a technical foul and possibly result in being barred from facilities.
4. Jewelry is not to be worn.
5. On the seventh team foul of each half, one and one free shots are awarded.
6. A player who receives five (5) fouls will be out of the game.
7. Each team may have two 90 second timeouts each half.
8. Good sportsmanship shall be displayed at all times. Unsportsmanlike conduct may result in a technical foul. All profanity or obscenity, visible or verbal, shall result in a technical foul and possible ejection from game.

SCORE AND CLOCK KEEPER INSTRUCTIONS

1. Secure team rosters before teams warm up.
2. Games shall be two 15 minute halves with a five minute half time.
3. Clock runs except for shooting fouls, time-outs, and all whistles during the last two minutes of the game.
4. Watch for referee signal to start clock. Know that the clock is started when ball is touched on the rebound after a missed free shot and when touched by a player as ball is in bounded.
5. Referee will signal if 2 or 3 points are to be awarded on all field goals. Scorekeeper and clock keeper should check with each other periodically to make sure scoreboard is correct. In case of discrepancy, the scorekeeper will be considered official.
6. A player may commit only five fouls. Sound horn and inform officials when a player has received five fouls.
7. On the seventh team foul of each half, one and one free shots will be taken. Inform officials when the seventh team foul of the half is committed.
8. Each team may have two 90 second timeouts per half. Sound horn at the end of 60 seconds. (No this is not a typo.) Horn warns of time to return to court. Officials will allow reasonable time (30 sec) for teams to report on court after horn sounds. Scorekeeper shall have a watch with second hand for this purpose.

Fee for entry shall be \$90 per team.

Tournament shall be single elimination/consolation bracket.

Play shall be on four courts.

Friday evening at 11 p.m. we will have a worship gathering in the Noble Complex.