



JOEFEST
The Residence Hall's Basketball Tournament
Rules and Regulations

Sportsmanship Policy:

Good sportsmanship and cooperation is both anticipated and expected. The team captain, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to the court monitor. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories (see rule 9). Failure to comply, with acts such as fighting, taunting, intimidating or verbally attacking a tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament. Decisions made by tournament officials are final, and are not subject to review by video or other recordings, or other sources.

1. Who Can Play

- a. Anyone can play, however each team must have one member of the residence registered to play.
- b. All participants must have a University Housing Liability Waiver on file before the team's first game in order to play. (available online or at the rules desk)

2. Number of Players

- a. Each team may consist of a maximum of 4 players and a minimum of 3 players.
- b. A team may have only 3 players on the court at any time.
- c. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game.

3. Authorized Equipment & Apparel

- a. No player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster or metal—even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. In addition, jewelry, hair bands and clips will not be allowed.
- b. The Residence Hall Association retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.

4. NCAA Eligibility Issues

- a. It is the responsibility of the individual players, to check with their coaches and/or athletic director about participating in Joe Fest and the potential effects on their eligibility. The Residence Hall Association is not responsible for determining a particular athlete's responsibility under National Collegiate Athletic Association.

5. Bracketing:

- a. Teams will be divided into tournament brackets according gender and competition level.
 - b. A pool play system may be used if there is a sufficient amount of teams.
6. **Basket Height**
- a. Baskets will be 10 feet (a.k.a. the height of the baskets outside Wallace)
7. **Basketball Size**
- a. Men's Basketballs will be used for all games.
8. **Court Size**
- a. Courts will be half of one court outside Wallace.
 - b. All markings on the courts will be observed.
 - c. The poles and supports for the basket will be considered out of bounds.
9. **Fouls**
- a. **Regular Fouls:** The participating players will call their own fouls. More specifically, the player that was fouled will call the foul. All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shot is awarded. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. 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-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. Court Monitors have the right to over-turn any foul called.
 - b. **Technical Fouls:** A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play for the remainder of that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults a court monitor or other tournament official shall be automatically ejected from the game and for the remainder of the tournament. Additional suspension for such acts will be determined by the tournament officials on a case by case basis. The court monitor may also assess a technical foul if the monitor determines that the team is stalling in the interest of preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball.
 - c. **Intentional Fouls:** An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the court monitor's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the monitor's observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one point for the offended team and possession of the ball.
 - d. **Flagrant Fouls:** A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner which

could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, aggressive, or abusive. A flagrant foul results in one point for the offended team and possession of the ball. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament.

- e. Technical, intentional, and flagrant fouls cannot be called by a player. A court monitor or tournament official will make this call. Their decision is final.

10. Game Play

a. Which Team Receives the Ball First?

- i. A Coin Toss prior to each game will determine which team gets the ball first.

b. Keeping Score:

- i. All Baskets made from inside the two point arc are worth one point and made baskets from outside the two-point arc count for two points.
- ii. A made free throw counts as one point.
- iii. First team to twenty (20) wins.

c. Length of Game and Clock

- i. The length of a game will be 25 minutes.
 - 1. The Clock will only stop during a time out or if the court monitor stops for a player injury.
- ii. If no team has 20 points at the end of 25 minutes and there is a team with at least a two point lead, then leading team wins.
- iii. If no team has 20 points at the end of 25 minutes and there is no team with at least a two point lead then the following will be used to finish the game in an untimed overtime session.
 - 1. SCORES AT BEGINNING OF THE OVERTIME SESSION
 - 2. Score of 18-19: the first team to 20 wins (no game goes beyond 20 points)
 - 3. Score of 15-17: the first team to 18 wins
 - 4. Score of 10-14: the first team to 15 wins
 - 5. Score of 9 and below: the first team to 10 wins

d. Checked Ball

- i. The Ball must be “checked” by an opposing player before it is put into play. The ball must then be passed into play.

e. Change of Possession

- i. The ball will change possession after scored baskets and all free-throw attempts with the exception of Technical, Intentional or Flagrant fouls (See rule 11 b, c, d).
- ii. There is no “make it, take it” rule.

f. Taking it Back

- i. The ball will be “taken back” on each change of possession, regardless of whether or not a 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 dashed “take-back” line, not the sidelines or 2 point arc.

g. Ball Out-of-Bounds

i. A Ball out of bounds will be taken out form the back-court line.

h. Jump Ball

i. In a jump ball situation, the ball will first go to the team which lost the opening coin toss, with alternating possessions thereafter.

i. Dunking

i. Dunking is not allowed at any time and will result in a Technical Foul.

j. Substitutions:

i. Substitutions may only be made during a time out or a “dead ball” situation.

k. Time Out

i. Each team is allowed a single 60 second time out per game.

11. Player Injury

- a. A court monitor has the discretion to suspend play for the protection of an injured player. The clocked will be stopped until the ball is checked into play.
- b. If a player bleeding or an open wound will be directed to leave the game and properly bandage the wound.
- c. A player with any bloodstained clothing or bandage must remove the stained material prior to re-entering the game.
- d. A court monitor had the authority to suspend a player for his /her own protections if injuries are deemed serious enough.

12. Game Times

- a. All Schedules emailed out to the team captains are effective through only the first game for all teams. Following the first game each team is required to check in for revisions at the scores table.
- b. Teams not at their court for their scheduled game are given a 5 minutes grace period before a forfeit is enforced. No refund will be given if a forfeit is enforced.
- c. Involvement weather and non-playable situations may result in the modification or cancellation of the event. Under these unlikely circumstances team entry fees will be refunded to the team captain.

13. The Fine Print

- a. Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. Joe Fest officials also reserve the right to disqualify any player and/or team for infractions of tournament policies including but not limited to, use of illegal players, providing false information or excessive un-sportsman like conduct.

14. Have Fun!!