



2012 Ascension Mar Thoma Church Invitational General Guidelines

1. All players and participants from each team must conduct themselves in a manner pleasing to God.
2. Each team must designate at least one captain and no more than three.
3. The captain or a coach is the representative of the team and may address an official on matters of interpretation, to obtain essential information, if it is done in a courteous manner. Additionally each team may have a representative at the scorer's table so long as they do not interfere with the scorers. The scorers have the discretion to remove a team representative for disruptive and/or distracting behavior.
4. All substitutes must report to the scorers, giving their numbers and the numbers of players being replaced.
5. If a team that is scheduled to play does not make an appearance within (five) 5 minutes of its scheduled time, then such team automatically forfeits the game. This means each team must have (five) **5** players.
6. Any church team that brings a ringer (a player who is not a member church but who you claim is a member of your church or pretend that they are someone else who is a member of a church) will be **THROWN** out of the tournament. **NOT JUST THE PLAYER BUT THE ENTIRE TEAM.**
7. After every game, each player on either team, regardless of the outcome of the game, is required to shake hands with every player on the opposing team in a display of sportsmanship.
8. Fighting and physical aggression is not tolerated. Fighting and like activity results in an automatic ejection from the **TOURNAMENT**. Fighting includes but is not limited to: closed fist punches (irrespective of whether they land) and anything else the referees determine ought to be included in this category. Any **COACH** who acts as a peacemaker will not face **ANY** suspension or ejection. Any spectator who comes onto the floor is **EJECTED** from the **TOURNAMENT** (including **PLAYERS**).
9. The decision of the competition committee shall be final on all matters of dispute.

10. ** Each team must register before the start of the tournament (including opening ceremonies), if for some reason you cannot make it before registration it is your responsibility to let a convener know.
11. *** Due to our financial commitments for our tournament, there will be NO REFUNDS after the registration deadline.
12. ****There will only be a maximum of 10 individual trophies given along with the championship trophy to the winning Mens and Womens teams. If a team that wins has more than 10 players, we can arrange to get more trophies after the tournament.
13. *****If your team doesn't register by the registration deadline, the tournament committee will select your teams t-shirt color.
14. *****If your team needs to register another player after the registration deadline, we will charge a \$25 late penalty fee.
15. *****Venue requires a signed waiver from every player BEFORE the tournament. If any player hasn't submitted a waiver to us, they WILL NOT be able to participate in the tournament.

Basketball Tournament:

Basic Rules:

1. Each player on every team must have the official 2012 Ascension All-Stars Invitational T-Shirt that will be distributed at registration. Any player not wearing the official shirt in their official color will not be allowed to compete. Any person not wearing the Ascension All-Stars T-shirt will not be allowed on the bench with the exception of the coach.
2. Any player not wearing the official Ascension All-Stars tournament wristband will be prevented from playing and/or his team will be disqualified.
3. All games consist of two (2) halves.
4. No shot clock is employed in any game.
5. *****The game clock will run uninterrupted for all but the final two (2) minutes of second half of every game and upon granted TIMEOUTS.**
6. The game clock will only stop with the first dead ball, with less than two (2) minutes in second half or overtime period(s); and thereafter on each dead ball, made basket or free throw attempt.
7. Substitutions between halves shall be reported to the scorers by the substitutes(s) or the team representative before halftime is over.

8. Substitutions during a timeout must report to the scorers before his/her team takes the floor.

Time Periods:

1. ***Ten (10) minute halves in the qualifying, and semi-final rounds with three (3) minute halftime for the girls tournament. Ten (10) minute halves in the qualifying, quarterfinal, and semi-final rounds with three (3) minute halftime for the boys tournament. **The Championship Game shall consist of 12 minute halves for the girls with a 5 minute halftime and 12 minute halves for the boys with a 5 minute halftime.**
2. The duration of a full timeout is 1 minute.
3. Each team may avail itself two (2) timeouts per half, except for the Championship Game. In the Championship Game, the teams may avail themselves three (3) timeouts per half.
4. Only one (1) timeout per overtime period is allowed.
5. If a team calls a timeout when they do not have one available to them, a technical foul shall be assessed (2 shots and ball to opposition), and the timeout is granted.
6. Teams in the tournament may or may not avail themselves of the timeout apportionment, but any extra timeouts do not carry over into the next half/overtime.
7. If a tie score exists at the end of regulation, teams will play five (5) minute overtime period(s), until a winner can be declared.

Conduct Rules:

1. Any violation of the listed or otherwise acknowledged conduct rules results in a technical foul.
2. A technical foul by a single player will be assessed as a personal foul.
3. A technical foul on any team personnel (player, coach, bench, etc) results in the opposing team receiving two (2) foul shots (free throws) plus possession of the basketball.
4. The receipt of two (2) technical fouls by a single player or team personnel will result in an automatic ejection from the game. A total of 4 technical fouls accumulated throughout the tournament leads to an ejection from the **TOURNAMENT**.
5. A flagrant foul results in the opposing team receiving two (2) foul shots (free throws) plus possession of the basketball.
6. Any intentional foul will be assessed as a flagrant foul. If a player plays defense on the ball and fouls the opposing player that will be assessed as a personal foul.
7. Any player receiving two (2) flagrant fouls in a given game will also be automatically ejected from the game. Any player receiving four (4) flagrant fouls in the tournament will be ejected from the **TOURNAMENT**.

8. A flagrant foul by a single player will also be assessed as a personal foul.
9. The officials of each game have the authority to penalize a player(s) and/or team personnel for inappropriate behavior, body language, and/or inappropriate conversation, at their discretion.
10. Conduct that results in a technical foul: this list is not all inclusive)
 - Cursing at anyone including referees, opposing players, and coaches
 - Taunting players
 - Hanging on the rim except in an instance to prevent injury.
 - Calling timeouts when all have been exhausted.
 - The presence of more than five (5) players on the floor once the game is in session.
 - The second of a delay of game violation.
11. A bench technical foul shall be assessed if:
 - Any supporter of a team harasses, annoys or distracts the scorekeepers or referees.
 - Any person who is on the team bench who is not a coach, player, or medical staff.
12. The referee has full discretion to call a technical foul for reasons, which may or may not fit within the listed items above.

Game Rules:

1. NCAA rules apply unless specifically noted in these rules.
2. Teams must inbound the basketball within five (5) seconds. You may run the baseline to inbound only after a made basket.
3. The ball can be advanced to half court when a timeout is taken in the backcourt but after the ball is in play.
4. Other than the opening tip-off, every tie-up will be determined by alternate possession.
5. No more than ten (10) seconds is permitted to advance the basketball past half court after gaining possession of the basketball.
6. A player may use no more than ten (10) seconds to shoot foul shots (free throws).
7. Five (5) Second Rule: If player with ball is legally being guarded, he must either pass or shoot within five (5) seconds. If player with ball chooses to dribble, the referee will restart the count once the player stops dribbling.

8. Three (3) Second Violation: If an offensive player has both feet in the paint for three (3) seconds, a violation will be called.
9. Each player is permitted to garner up to five (5) personal fouls per game. The fifth (5) personal foul results in a disqualification from the game.
10. The seventh (7) team foul in a half results in a one-and-one (1&1) situation for the opposing team that was fouled.
11. The tenth (10) team foul in a half results in a two (2) shot opportunity for the opposing team player that was fouled.
12. If in the unfortunate event of a team player that is fouled is not able to shoot the ensuing foul shots; any of his teammates may shoot them in his place but the injured player may not return for the rest of the **GAME**.
13. Any shot made behind the three-point arch results in three (3) points for that player's team; therefore if a player is fouled in the act of shooting a three-pointer, such player is given the opportunity to shoot three (3) foul shots (free throws). There is the potential for four (4) point plays.

Tournament Format:

Qualifying Round: *(10 minute halves; 3-minute halftime; 2 timeouts per half)*

1. Every team shall play every other team in its pool.
2. If a team fails to attend the tournament from the start, every team in its pool will receive a bye.
3. The TOP 12 MENS teams will advance to playoffs, which will be the top 3 in each division.
4. The MENS playoffs will be 2 conferences of 6 teams, where the top 2 teams in each conference get bye in first round.
5. ALL WOMENS teams will advance to playoffs.

Octo/Quarter/Semifinal Rounds: *(10 minute halves; 3-minute halftime; 2 timeouts per half)*

1. All teams in the playoff will be seeded in the following manner
 - Overall record
 - Teams with better head to head record
 - If a tie still exists, team(s) with greater number point differential.
 - If a team is tied with another team based on overall record, if either of the teams got into a fight, then the fighting team is **AUTOMATICALLY** the lower seed.

**IN THE UNLIKELY EVENT THAT THERE IS STILL A TIE
AFTER THESE 4 THEN**

- **Points Scored**
- **Points Allowed**

Final Round: *(12 minute halves; 5-minute halftime; 3 timeouts per half)*

1. This is the championship game of the 2012 Ascension Mar Thoma Church Invitational.
2. If the championship game does not produce a winner within regulation time, then a series of five (5) minute overtime periods will be allocated to produce a winner.