

# LSOG SPORT: BASKETBALL

## EVENTS

THREE ON THREE *National qualifying event.*

FREE THROW (recreational event - see THROWS)

## EQUIPMENT

Standard basketball half court with backstop and hoop.

Basketballs for men and women will be furnished by LSOG. Captains may agree on a ball furnished by one of the teams.

3-on-3 teams must wear clothing of like design and color; shirts must be numbered.

No black-soled shoes permitted on gym floor.

MEN'S TEAMS - 50+, 55+, 60+, 65+, 70+, 75+

WOMEN'S TEAMS - 50+, 55+,60+, 65+,70+, 75+

**Driver's license or other proof of age will be required at check-in.**

## FORMAT

Head to head sport (see General Rules & Instructions).

## ENTRY REGULATIONS

1. Contact your team coach/manager for instructions before completing your entry form.
2. Teams must all be of one gender.
3. Team rosters shall be limited to 12 persons, including non-playing coaches, non-playing captains and non-playing bench personnel, with a maximum of one out-of-state resident for 50+ thru 65+ teams, and three for 70+ and 75+ teams.
4. All registration and team rules apply to non-playing coaches, non-playing captains and non-playing bench personnel.
5. Athletes may compete with only one team per sport.

## SPORTS RULES

1. This tournament will be conducted in accordance with National Collegiate Athletic Association (NCAA) rules, except as modified herein. For a copy of these rules, please write or call: National Collegiate Athletic Association, PO Box 6222, Indianapolis, IN 46206-6222, (317) 917-6222.
2. Teams must have a minimum of three players on the floor to start a game. Teams may continue/finish with a minimum of two players on the floor.
3. The game shall be played on half court by two teams of three players each, with a maximum of seven substitutes.
4. Playing time shall be two halves of 12 minutes of a continuously running clock with an

intermission of five minutes. In the last two minutes of each half, the clock will stop in accordance with normal basketball rules.

5. A tie score at the end of regulation time will result in a one-minute stop clock overtime period with ball possession determined by a coin flip. If the game is still tied, subsequent one minute periods shall be played until the tie is broken.

6. Two time-outs are permitted per team per half. If a game proceeds to overtime, each team shall receive no more than one additional time-out, regardless of the number of overtimes. Time-outs shall be 30 seconds in duration. The clock will not run during timeouts.

7. Substitutions may be made after a basket, foul shot, stoppage of play or any other time an official beckons the player onto the court.

8. The winner of the coin toss shall take the first possession. Possession at the start of the second half shall be determined by the possession arrow. Ball possession changes hands after each basket unless a technical or personal foul is awarded.

9. Deliberate stalling or attempts to freeze the ball shall result in loss of ball possession. A warning shall be given by an official prior to assessing the penalty. During the last two minutes of the ball game, teams shall attempt a shot withing approximately 20 seconds of gaining possession as determined by the referee.

10. The game shall be played using the three-point line as the "check line." The ball shall be returned to a point behind the check line after each change of possession as follows:

a) After a made basket and all dead ball situations, the ball shall be placed in play from the top of the key. The ball must be advanced into play by means of a pass to a teammate. The teammate receiving the pass may be in front of or behind the check line.

b) After a turnover or defensive rebound, the ball may be returned to any point behind the check line. The player returning the ball behind the check line shall be in possession of the ball with both feet behind the line. The penalty for failure to be in possession of the ball with both feet behind the line shall be loss of possession. The player who returns the ball behind the line may maintain possession and attempt to score.

11. Following a made basket or dead ball, the ball shall be put in play within five seconds. If the ball is not put in play within five seconds it shall be a violation, and possession shall be awarded to the defense with no change in the possession arrow. Dribbling will result in a replay.

12. Defenders may not cross the check line to guard the player throwing in the ball until after that player has made the first pass.

13. A player is disqualified on his/her fifth foul. Technical fouls will be assessed in accordance with NCAA rules.

14. All personal and technical fouls shall be counted against a team total. After the seventh team foul, a bonus shall be awarded for the remainder of the game. Penalties for fouls shall be set forth below.

15. Prior to the seventh team foul:

a) any common foul shall result in loss of possession for the offending team:

b) any player control foul shall result in disallowing a converted basket and loss of possession:

c) any shooting foul with a missed basket shall result in two free throws, and the offended

team shall retain possession.

d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team shall retain possession.

16. After the seventh team foul:

a) any common foul shall result in a single free throw and the offended team shall retain possession:

b) any player control foul shall result in disallowing a converted basket and in a single free throw which, if made, shall entitle the shooter to a second free throw, and the offended team shall retain possession;

c) any shooting foul with a missed basket shall result in two free throws, and the offended team shall retain possession;

d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team will retain possession.

17. After the 10<sup>th</sup> team foul:

a) any common foul shall result in two free throws, and the offended team shall retain possession;

b) any player control foul shall result in disallowing a converted basket and in two free throws, and the offended team shall retain possession;

c) any shooting foul with a missed basket shall result in two free throws, and the offended team shall retain possession;

d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team shall retain possession.

18. During the last two minutes of the second half, and during any overtime period, the automatic awarding of team possession after free throws does not apply (live rebounding will be in effect).

19. Three point shots are allowed.

20. Officials do not put the ball in play, except at the start of each half.

**TIES IN ROUND ROBINS:** Tie between two teams, winner of head to head games. Tie between three teams, use least points allowed between the teams involved in the tie to determine 1<sup>st</sup> place, and winner of head to head game between remaining teams in tie to determine 2<sup>nd</sup> place. Tie between four or more teams see logic for tie between three teams.

## **DEFINITION OF RUNNING CLOCK**

The clock will stop only for time outs: team time outs and official time outs.

## **National Qualifying Requirements:**

1. All 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place teams at a 2010 NSGA qualifying games will qualify for the 2011 Summer National Senior Games.
2. Each 2010 NSGA qualifying games may qualify all basketball teams that compete in the 80+ age division. Competition must take place in accordance with Rule H in order for teams to be qualified.