

THE ANNUAL WITS LADY BUCKS BASKETBALL TOURNAMENT

HALL 29, WEST CAMPUS, WITS UNIVERSITY (07-10 AUGUST 2014)

RULES AND REGULATIONS

GENERAL

The WITS Basketball Club (“**the Club**”) strives to offer a competitive Tournament for all Teams registered, as well as the spectators. For this reason, the Club has instilled certain rules which must be followed by all participants in the Tournament. These rules are aimed at ensuring fair play, as well as an organised Tournament for all to enjoy. The Tournament will run over a period of 4 (four) days where Pool Games will lead to Semi-Finals (Division 2 only) and the Final Games.

PARTICIPATION

1. Teams will not be permitted to participate until their Registration Fees have been paid in full and they have been officially registered by the WITS Basketball Club.
2. Registration Fees are non-refundable.

TEAM COACHES / MANAGERS

1. Each participating Team **MUST** have a Coach and / or Manager on the bench during a game at all times and ensure that they have at least 1 (one) Captain.
2. Each Team Coach and / or Manager is entirely responsible for making sure that their players fully understand the Rules and Regulations of the Tournament.
3. By participating in this Tournament, each Coach and / or Manager agrees to abide by the Rules and Regulations as stipulated herein.
4. The Coach and / Manager further understands that the Club under the auspices of WITS Sports Administration is not responsible for any injuries or accidents that may occur during the Tournament OR for lost / damaged / misplaced items and waives any and all liability

against the Club and / or WITS Sports Administration and / or WITS University, as a result thereof.

GAMES, POOLS AND THE POINT SYSTEM

1. Teams have been split into 2 divisions – **Division 1** and **Division 2**.
2. Division 1 Teams have been placed in **1 pool** of which the **TOP 2 TEAMS** will advance to the Finals.
3. Division 2 Teams have been divided into **2 pools** of which the **TOP 2 TEAMS** of each Pool will advance to the Semi-Finals. The winner of each Semi-Final will advance to the Finals.
4. Due to the fact that there are less Teams in Pool B of Division 2, we have inserted additional games for Division 2 for those Teams that do not advance to the Semi-Finals respectively – **KINDLY REFER TO THE FIXTURE!!** Each Team will therefore play a minimum of 4 (four) games depending on their pool division and their advancement in the Tournament.
5. The Pools in both Divisions will work on a **POINTS SYSTEM**, that is:
 - a) Win = 2 Points;
 - b) Loss = 1 Point; and
 - c) Forfeit = 0 Points (the score will be recorded as 20-0).
6. The Teams with the most points in each Pool will advance to the next stage (that is, Semi-Finals for Division 2 and Finals for Division 1. If Teams have the same number of points, a scoring ratio will be utilised as follows:
 - a) 2 way tie on the log standings – head to head will be applicable; and
 - b) 3 way (or more) tie on the log standings – the game results of only the 3 Teams involved will be considered. Should the Teams still be tied based on the log standings, then points average will be considered (that is, points scored versus points against). If a tie still remains – then the goal average of all games played in the Group will be taken into account.

TEAM ROSTERS

1. Each Team may register **15 (FIFTEEN) PLAYERS** for the duration of the Tournament; however, only **12 (TWELVE) PLAYERS** may kit up for each game.

2. Each Team Roster must include the Team's Coach and / or Manager, as well as their contact details for administrative purposes. Should a Coach / Manager elect to play in the Tournament, she must be listed as a player and as a Coach and / or Manager, keeping in mind the maximum numbers of players allowed on the Roster.
3. Once a Roster has been handed to the Tournament Officials, that particular Team will be finalised and no player may move from one team to another team for the duration of the Tournament. We therefore request that you ensure that your players aren't listed on any other Team and that you liaise amongst yourselves in this regard. (Players are requested to abide by this Rule and stick to one Team.) Should any Team (that is, the Team where a player has moved to) be found to be in contravention of this Rule – then that Team will be immediately disqualified from the Tournament and there will be no refund of the Registration Fee.

BASKETBALL UNIFORM

1. All Teams MUST wear uniform basketball jerseys and shorts during their games with numbers imprinted on them. In the event that Teams pitch up to a game in similar / same coloured kit, the referees will be forced to apply section 4.3.3 of the FIBA Rules to determine which Team ought to play in "light" or "dark" kit. Coaches and / or Managers are therefore encouraged to liaise with each other prior to games, in order to avoid any kit clashes.
2. No jewellery, necklaces, earrings and watches etc. may be worn during a game.

PLAYING RULES

****All games will be played according to the FIBA Rules and Regulations!!** In the event that there is conflict between the FIBA Rules and the Tournament Rules, then the Tournament Rules will supersede the FIBA Rules.**

1. Players
 - a. Only **12 (TWELVE) PLAYERS** per Team will be permitted to play during a game.
 - b. Coaches and / or Managers MUST submit their **Team Roster for each game 30 (thirty) minutes before the scheduled start time of each game.**
2. Grace Period

- a. A **10 (TEN) MINUTE GRACE PERIOD** after the scheduled start time of each game will be allowed for any Team that does not arrive timeously as per the Tournament Fixture. Thereafter, a forfeit will be declared.
- b. Please note that Tournament Officials will have no authority to alter any Fixture and that any Team that arrives late for their game will be not be accommodated, regardless of their personal circumstances.

3. Game Clock

- a. Teams will be given a **5 (FIVE) MINUTES WARM UP** period before the scheduled start of each game. (Teams may make use of the Digg Fields Basketball Courts behind Hall 29 / the Parking Facility behind the Squash Complex / the open plan area towards the entrance of Hall 29, in order to warm up sufficiently.)
- b. Games will be played according to **RUNNING TIME WITH 20 (TWENTY) MINUTE HALVES** (including the Semi-Finals for Division 2).
- c. **24 SECOND SHOT CLOCKS will be used for ALL games.**
- d. The clock will ONLY stop during timeouts, where the referee indicates stoppage time and during the last 2 (two) minutes of each game will be played according to stop / start on all fouls, violations and timeouts. In the event that there is a tie during any game, 5 (five) minutes Extra Time will be added with the clock stopping during timeouts and the last minute of the Extra Time will be played according to stop / start.
- e. **Only the Finals will be played according to stop / start for the entire duration of the game, including any Extra Time added.**
- f. Teams will be given **2 (TWO) TIMEOUTS IN THE FIRST HALF** and **3 (THREE) TIME OUTS IN THE SECOND HALF**. In the case of Extra Time, only 1 (one) extra Time Out will be given.

4. Individual and Team Fouls

- a. Each player may be given 5 (five) fouls per game and thereafter upon receipt of the 5th (fifth) foul, will have to be substituted.
- b. Free Throws will be awarded after the 7th (seventh) Team Foul per half.
- c. With regards to the Finals, Free Throws will be award after the 4th (fourth) Team Foul per quarter.

5. Technical Fouls

- a. All Technical Fouls committed by players will count as personal fouls and will constitute Team Fouls.
- b. All Technical Fouls committed by the Coach will not be added to the Team Fouls.

- c. Should a Coach receive 2 (two) Technical Fouls during the same game, then s/he will be ejected from the game. An ejected Coach will be suspended for 1 (one) game only regardless of his / her Team's stage in the Tournament and may thereafter return to continue coaching his / her Team for the duration of the Tournament.
- d. A player that is ejected during a game will be suspended for 1 (one) game and may thereafter return to continue playing for her Team for the duration of the Tournament.

6. ALL TEAMS MUST PROMPTLY CLEAR THE COURTS AFTER THEIR GAME!!!

CONDUCT

1. All Coaches / Managers / Players / Referees / Tournament Officials / Volunteers / Spectators and the like, shall for the duration of the Tournament refrain from:
 - a. using profanity or verbal abuse towards each other; and
 - b. engaging in any kind of violence.
2. Any deviation from the above may result in the following:
 - a. a suspension in the case of Player / Coach / Manager etc.; and / or
 - b. removal from Hall 29 in the case of a Spectator,
for a period to be determined by the Club.
 - c. a Team being disqualified from the Tournament (in extreme circumstances).

MISCELLANEOUS

1. This is an **Alcohol Free and Drug Free Event** and therefore, **NO ALCOHOL OR DRUGS** will be allowed on the premises and we trust that all Tournament Participants will respect same.
2. **NO GLASS BOTTLES** will be allowed in the Hall.
3. Hall 29 is also a **LITTER FREE ZONE** and we request all Participants to make use of the disposal bins placed around the Hall.
4. Coaches and / or Managers will be responsible for the conduct of the Players.
5. All Tournament Participants will be responsible for their own belongings. The Club will not be responsible for any personal items that are misplaced or stolen.
6. **NO PRIZE MONEY** will be given on the day.
7. **EVERYONE** must abide the Tournament Rules and Regulations.