



BASKETBALL

PACIFIC SOUTHWEST CONFERENCE 2015

OBJECTIVE

- ◆ To test teams' basketball and teamwork skills.

PARTICIPANT RULES

- ◆ Each school may enter one team only.
- ◆ Each team must consist of at least 5 members.
- ◆ Each team member must be a registered participant of the PSWC 2015.
- ◆ Each team must have at least one underclassman.
- ◆ Each team must have at least one female (1 female must play at all times).
- ◆ Each team must have a designated captain. Only the captain may discuss the game with the official.

EVENT DESCRIPTION

An indoor basketball tournament where teams will be randomly placed into an 18 team, single elimination bracket. The tournament will constitute of 5 on 5, full court games.

DRESS CODE

All players must be dressed in accordance with the following rules:

1. Closed-toed and non-marking shoes must be worn.
2. No hats, jewelry, do-rags, or bandanas are to be worn during the competition (except for religious or health purposes).

GENERAL RULES

1. The University of Arizona does not take responsibility for injuries that are related to activities.





2. All rule interpretations will be left up to the officials and any disputes not explicitly stated in the rules will be left up to the officials' discretion.
3. Each team is required to have 5 players on the court during the duration of the game. If the minimum requirements are not met then the team must forfeit.
4. Substitutes may only enter the game during a dead ball. It may be required to check into the scorekeeper before the substitution is made.
5. After a team scores, the opposite team will inbound the ball from the baseline.
6. The inner edge of the boundary lines define the in-bounds, and out of bounds.
7. The ball is considered out of bounds if it passes completely over the backboard or touches the backside of the backboard or backboard support structure and cables.
8. The side edges and bottom of backboard are considered in-bounds.
9. Each team will be allowed one time out per half of the game. First half timeouts will not carry over to the second half.
10. Each half will be 15 minutes long. This time is considered running. This means time will not stop for dead balls. Only injuries recognized by the official and timeouts will result in a stoppage of time. The clock will stop on dead balls in the last 2 minutes of the second half.
11. Halftime will be 5 minutes long.

OVERTIME

1. If the score is tied at the end of the second half then a 2-minute overtime period will be added on. This will continue to happen until a conclusive score has occurred.
2. Each team will be allotted (1) 60 second timeout per overtime period.
3. Fouls carry over from the first two halves into all overtime periods.





SCORING

1. Any shot made inside of the 3-point line will be considered (2) points.
2. Any shot made outside of the 3-point line will be considered (3) points. If a player steps on the line it is considered (2) points.
3. Each free throw made is considered (1) point.
4. If goaltending occurs the points awarded are according to the location from which the field goal was initially taken.

OUT OF BOUNDS/THROW-IN

1. The ball is considered out of bounds, when it touches on or outside of the boundary line, touches the basketball hoop supports, goes over the back board, or when a player holding the ball touches any of the aforementioned out of boundary areas.
2. The basketball will be awarded out of bounds after:
 - a. Non-shooting violation
 - b. A successful last free throw
 - c. Charging foul
 - d. Common foul not resulting in free throws
 - e. Held or jump ball (alternating)
 - f. To begin the second half (alternating)
 - g. After a timeout
3. The team the ball will be awarded to and the location of the throw-in, will be dictated by the official.

VIOLATIONS AND PENALTIES

Violations:

1. Free throw
2. Throw-in
3. Kick or fist
4. Traveling
5. Double dribble
6. Carrying or palming
7. Three seconds





8. Five seconds closely guarded player
9. Forward-Back Court

The violations listed above will result in a change of possession, with the throw-in out of bounds nearest the violation.

Penalties:

1. Basket interference and goal tending
2. Personal Fouls
 - a. General
 - i. You may not touch the ball or basket when the ball is on or near the basket.
 - ii. Players may not touch the ball during a shot when the ball is in downward flight.
 - iii. Players may not slap or touch the backboard.
 - iv. Players may not push, charge, trip, nor impede the progress of another player using: hip, knee, extended arm, shoulder, or bending of body in an abnormal position.
 - v. Players must not use rough tactics.
 - vi. Players must not contact another player with their hands, unless incidental.
 - vii. Dribblers cannot use an arm, forearm, or hand to keep another player from playing the ball.
 - b. Charging
 - i. Defined as personal contact with or without the ball, caused by pushing one's torso into another's. In order for offensive charging to occur a defender must beat the offensive player to the spot of the foul.
 - c. Screens and Picks
 - i. All screens and picks must be made a distance of one normal step from the player, and also must be stationary.
 - ii. Movement during a screen or pick will result in a penalty.
 - d. Elbows
 - i. A player shall not excessively swing their elbows.
 - e. Penalties for Personal Fouls
 - i. Offenders charged with a personal foul are given 1 strike. 5 strikes will result in an ejection.





- ii. The offended player will be given free throw shots if the foul occurred during a shot attempt.
 1. 1 shot – for a successful field goal
 2. 2 shots – for an unsuccessful field goal
 3. 2 shots & possession – for an intentional personal foul.

TECHNICAL FOULS

1. All technical fouls result in 2 free throws and possession of the ball.
2. All technical fouls count towards a player's 5 fouls.
3. Technical fouls given to a bench player or coach will be charged to the first player listed on the roster that is in the game. It will result in 2 free throws and possession for the opposite team.
4. The second technical foul given to a player in one game will result in an ejection and team forfeit of the tournament.
5. Technical fouls include, but are not limited to:
 - a. Hanging on the rim
 - b. Unsportsmanlike conduct
 - c. Delay of game
 - d. Fighting (fighting will result in automatic ejection and forfeit of tournament for all teams involved.)
 - e. Other

