



Rules & Regulations

1. The rules of the tournament are designed to encourage fair competition among participants where sportsmanship is encouraged and rewarded.
2. Each team must have minimum of three (3) players (4 players is strongly recommended) on their roster and registered as a team by the predetermined entry deadline. Additions and/or changes to rosters will not be permitted after the tournament commences.
3. Each team is allowed two (2) (1) minute timeouts per game.
4. Player substitutions will be permitted at any dead ball situation. Substitutes must check in with the court referee before play resumes.
5. Before game starts, both teams will warm up for three (3) minutes.
6. Teams must be at their court at the scheduled time, even if the games are “running behind” on the court. Team will forfeit game ten (10) minutes after scheduled time.
7. The team captain is the sole spokesperson for his/her team. Only team captains may represent the team in the case of appeals or disagreements.
8. Once play resumes after a disagreement or appeal, the decision is considered to be final, a dead issue. When the ball becomes live, no further appeals will be allowed on that incident.

9. Any questions, complaints or comments, should be taken up with the court referee. Any further disputes will be addressed immediately to the tournament director.
10. The judgment decisions of the court referee cannot be changed by higher authority, so no appeals on judgment calls will be accepted. Only questions concerning rule interpretation of eligibility are appealable.
11. Youth Divisions must bring a proof of grade (ex. report card or student i.d.) and adult divisions must bring a picture i.d..
12. All players will be checked for honesty of information (i.e. age, height, and experience) provided on the team application. A team or player will be dismissed and not permitted to participate for obvious discrepancies.
13. Eligibility problems (i.e. player i.d., age, height, experience discrepancy) will be enforced from point of discovery. No replay of games or adjustments will be allowed for previous contests and standings involving the team in question.
14. Game time limit is 25 minutes.
15. Games will be played to 15 points, win by 2, up to a maximum of 20 points (Examples: 15-13, 20-19).
16. All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points.
17. In the event of a time constraint (past 25 mins), the referee will advise each team of a revised point total, which will be 2 points higher than the current top score (Example: if game is 11-7 at time limit, game is now played to 13). The first team to reach this point total will be the winner.
18. The ball will be "taken back" to the three point line 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.

19. A coin flip before the start of the game will determine who gets the ball out of bounds first.
20. The ball will change possession after scored baskets (i.e. loser outs).
21. Jump ball will go to the defense.
22. Dead balls must be checked by an opposing player before it is put into play. The player throwing the ball in must stand outside the 3 point line at the top of the court. The ball must be passed in to begin play.
23. A ball out of bounds will be taken out at the top of the court.
24. All fouls and violations will be called by the court referee. Fouls will be played out of bounds at the top of the court (including shooting fouls) until the seventh team foul. On the seventh team foul the player fouled will be awarded one foul shot or two shots if the shot was taken from beyond the three point line. If the foul shot is made, one point is recorded and the ball changes possession. If the shot is missed the ball is played out-of-bounds by the team which was fouled (e.g., free throw shooter who misses retains possession of the ball).
25. If a player is fouled while shooting (after 7 team fouls) and the basket is good, the points are awarded, no free throws are shot and the ball changes possession.
26. Flagrant/Intentional fouls are not permitted by participants, and will be penalized by the court referee. A technical foul shot will be awarded to the team fouled. The player fouled will shoot one free throw following the court referee call. The team fouled also receives the ball out of bounds following the free throw, whether the shot is made or not.
27. Any infraction of regulations will result in loss of possession of ball.

28. The players listed on the team entry form as accepted by San Diego Sol are the only ones eligible for play on that team. Player changes must be completed and approved before the start of their first game. Under no circumstances will roster substitutions be allowed after the tournament begins. Before the beginning of the first game, every player will sign a Release/Waiver. Any team using a player not properly registered will be disqualified from the tournament.

29. Tie Breaker for Pool and Round Robin Play

1. Winners of each division will be determined by their win/loss record.
2. Two Way Team Ties.
 - a. Two way ties are determined by head to head competition (a tie is defined as the same win/loss record).
 - b. If teams did not play each other then the point differential tie-breaker will be applied (+15/-15: the maximum that you can beat a team by and still gain an advantage is 15 points)
 - c. If two teams are still tied after the application of section B then the fewest defensive points allowed will break the tie.
 - d. If there is still a tie after the application of section C then a coin toss will be implemented.
3. Three or More Team Ties
 - a. Three or more team times are determined by head to head competition IF each team in the tie has played each other. If all teams have not played each other than rule B applies.
 - b. If section A does not resolve the tie then a point differential tie-breaker will be applied (+15/-15: the maximum that you can beat a team by and still gain an advantage is 15 points.). If all teams have played each other then only games played by the teams in question will be considered. If all teams have not played each other then all the games the teams have played will be considered. The team with the fewest points will be tossed out.
 - c. The two remaining teams will then go back to the head to head tie-breaker.
 - d. If no head to head is applicable then the point differential tie-breaker will be applied.

- e. If two teams are still tied after the application of section D then the fewest defensive points allowed will break the tie.
- f. If there is still a tie after the application of section E then a coin toss will be implemented.

30. All rules and regulations will be strictly enforced and continual misconduct and physically flagrant/intentional fouling will result in immediate forfeiture and dismissal from the tournament. The misconduct is the judgment of the court referee, and/or tournament director. Individual players or entire teams may be eliminated from further participation.