

Game Play

1. The winner of the coin toss will receive possession of the ball to start.
2. The game is played to twenty-one (21) or 25 minutes, whichever occurs first. The winning margin must be two (2) points unless the time limit is reached first. Games will be lengthened in the championship rounds.
3. The game is half-court, and thus normal boundaries are played on all three sides. The fourth side will be the mid-court line. A ball passing over the mid-court line will be considered to be out of bounds and awarded to the other team. In the event that a court is not properly lined, the Tournament Staff will make every effort to mark the courts as clearly as possible with tape.
4. After a defensive rebound, the ball must be removed to any point beyond the top of the key before the team is considered to be "on offense." This rule will hold true even following a shot, which does not touch any part of the basket (an "air ball").
5. The three-point line is not in effect. All baskets will be counted as one point.
6. The ball will be brought back into play after an out-of-bounds, foul, etc. at the top of the key. The offensive player should "check" the ball to the defender who returns the ball when his team is ready. The offensive player must first pass the ball prior to a dribble.
7. Dunking is legal, but offensive and defensive goaltending is not allowed.
8. The top, bottom, and sides of the backboard are in play. Pinning the ball against the backboard is legal. In the case of a jump ball, alternate possession rules.
9. Referees will not be provided until the later rounds; as such, play is on a call-your-own foul basis. Generally, the offensive player is responsible for calling the foul at the time of occurrence (i.e. a foul must be called immediately or not at all -- you cannot wait to see the outcome of a play before deciding to call a foul). The fouled team will retain the ball.
10. For refereed games, team fouls will be counted. Teams committing excessive numbers of fouls will be penalized as per the following rules:
 - a. Teams are allowed up to six (6) fouls per game. No shots are awarded for the first six (6) fouls, even if they are shooting.
 - b. The seventh (7th) and all subsequent fouls, offensive fouls included, are subject to penalties.
 - c. If the shooter is fouled and the basket is good, the foul is counted against the offending team but no free throw is awarded. If the shot is missed, the fouled player is awarded one

(1) free throw. If the free throw is successful, the other team receives the ball. If the free throw is missed, the shot is “played.”

d. Made free throws will be counted as 1 point.

e. In the case of an intentional or flagrant foul, which in the opinion of the Tournament Staff was an attempt to injure the player or no effort is made to play the ball, the basket will be counted regardless of whether or not the shot was good. In addition, a free throw will be shot and possession of the ball will return to the fouled team. The player may also be removed from the game at the discretion of the Tournament Staff.

f. Technical fouls may also be awarded in the case of unsportsmanlike conduct towards another player or an official. Decisions of Tournament Staff or officials on this matter will be final.

Guidelines for Sportsmanship / Conduct

1. Any fighting or unsportsmanlike conduct during or between games will result in the IMMEDIATE EXPULSION of any individual player involved. The Tournament Staff will make final judgments and decisions.
2. At the coin toss of each game Tournament Staff will make teams aware of the Flagrant Foul/Questionable Behavior Rule. The rule is as follows: Tournament Staff or referee may give a warning for questionable behavior at any time. A player or team engaging in flagrant fouls or questionable behavior may be given a technical (may be given by a Tournament Staff Member or a referee). A second technical will result in an automatic ejection. This rule is applicable to individual players, one or both teams. Thus, in some cases a forfeit or double disqualification can result. A team may request that a Tournament Staff member monitor their game at any time.
3. A flagrant foul may result in an immediate ejection without warning, if deemed necessary.

Guidelines for Spectator

1. Teams will be responsible for the behavior of their fans at each game.
2. Fans are encouraged to actively support and cheer for their favorite teams but we ask that remarks and behavior be kept tasteful and appropriate for all ages.
3. Teams may be penalized for the action of their fans: For example, if a fan is shaking the basket, first a warning will be given, then a technical foul shot will be issued against the offending team. In addition, any time the crowd disrupts the game and commissioners are unable to determine who is at fault, both captains will be warned and if the behavior persists, BOTH teams will be awarded technical foul shots.

Game Times

Printed schedules are effective only through the first game for all teams. Following the tournament's first game, each team is advised to check the Master Scoreboard for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5-minute grace period before a forfeit is enforced. Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes that could occur mainly due to unexpected delays. Non-playable situations may result in the modification or cancellation of the event. Under these unlikely circumstances team entry fees will not be refunded.

The Fine Print

Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. Millennium Ballers officials also reserve the right to disqualify any player and/or team for infractions of tournament policies, including the following:

Use of Illegal Players

The players listed on the team entry form as accepted by Millennium Ballers are the only ones eligible for play on that team. Player changes submitted on authorized Player Change Forms, and accepted by tournament officials, must be completed and approved by 8:30 a.m. on Saturday, August 26, 2005. Under no circumstances will roster substitutions be allowed after the tournament begins.

False Information

Information provided on your team entry form is the basis for bracket scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.