

2016 STYL Tournament Rules

Team Eligibility

- STYL Invitational Basketball tournament is exclusive to teams representing Malankara Churches.
- The Tournament Committee reserves the right to make final decisions on the eligibility of a team.

Player Eligibility

- Only players who are part of the final team roster is eligible to participate.
- Players must be registered members of the Parish represented by the respective team.
- Players may be asked to prove their membership in their respective parishes if the need arises. Committee reserves the right to deny the registration of a player who fails to produce sufficient proof of Parish membership in a timely fashion.
- All male players must be over the age of 13.
- Protest to the eligibility of a player must be declared before the start of the tournament.
- Tournament Committee reserves the right to make a final decision on all player eligibility matters.
- Related to ringers playing during the games- Protest to the eligibility of a player must be declared before the start of the respective game. Results of the games played prior to the protest will not be changed. Protests made after the final whistle of a game will not alter the result of the game. If the protest/contest is proven valid to the tournament committee, player in question will not be allowed to participate in the tournament any further. Teams with ineligible players maybe disqualified from continuing in the tournament if the committee deems that a disqualification is warranted. Proof of fraud in player eligibility will result in automatic disqualification of a team. Committee reserves the right to make a final decision in such matters.

General Tournament Rules

- Each team must appoint a captain who will represent his team and is also responsible for his team's conduct.
- The captain is responsible for sending information to the organizers as well as making sure all the information is correct, and inform their team members of the Rules & Guidelines of the STYL Invitational Basketball Tournament.
- Each team must wear their assigned uniforms. A two shot technical will be assessed for each team member that does not wear their uniform.
- Each team participating shall, fill out the waiver form and the registration form.
- Maximum of 20 players on each team roster.
- Team members involved in a fight (pushing, punching, spitting, cursing) will be ejected from the game and may be suspended from the tournament. Team members leaving the bench onto the court during a fight will face possible ejection from the game and the tournament. Same will apply for any incidents that occur on the premises, including the parking lot. There will be no refund for the teams whose members are involved in a fight. Teams may also be disqualified from the tournament and maybe asked to vacate the premises if the organizers deem it warranted.
- Alcoholic beverages, illegal substances or weapons found on any player will result in the disqualification of the team. The tournament committee will immediately notify local law enforcement agencies as well as the Priest/Pastor of the respective parish about the findings.
- All decisions made by tournament officials are final.
- Forfeit time is 5 minutes after scheduled game time.
- Tournament representatives will keep the official score.
- Players will be given free drinks by the organizers, so teams are discouraged from bringing sports drinks into the gym.

- Only one person without the team-jersey can be at the team bench during a game. For any such aforementioned infraction to this rule, the referee can assess a technical foul.
- Official Tournament Schedule will be posted in the Gymnasium.

Game Rules

1) NCAA Rules to Apply

- NCAA rules shall govern all play except as determined by the officials in their discretion in light of special circumstances that occur.
- Shot clocks will not be used in this tournament
- The official(s) shall determine and advise the team captains of any special rules of play that may be required by virtue of the unique architecture of the facility prior to a game. Such "house rules" shall be binding only as to the specific game being played and may be altered as to any subsequent game.

2) If play is interrupted by an injury to a player or the loss of a contact lens, the referee may, in his discretion, stop the clock but in that event shall assess a time-out to the team responsible for the delay in play.

3) In the event of a tie at the end of the second half, an overtime period of two minutes shall be played. Second and third overtimes, both two minutes each, maybe played if necessary to break the tie.

4) A team shall be allowed to commence and play a game with four players if a fifth is not available, but cannot start or play a game with 3 players.

5) Three-Point Goals

- The three-point goal shall be used in the facility equipped with a three-point line, subject to the discretion of the officials.

6) Fouls and Free Throws

- A player will be disqualified upon committing his sixth foul of any type (including technical fouls), or his second technical foul. Any flagrant, unsportsmanlike foul shall result in two free throws for the opposite team, and loss of possession. A second flagrant foul by the same player will result in automatic ejection, two free throws for the opposite team and a loss of possession.
- A player may use no more than ten seconds to shoot free throws.
- Three Second Violations: If an offensive player has both feet in the paint for three (3) seconds, a violation will be called.
- The seventh team-foul in a half result in a one-and-one situation for the opposing team player that was fouled.
- The tenth team foul and every foul after that, in a half result in a two shot opportunity for the opposing team player that was fouled.
- If in the unfortunate event of a team player that is fouled is not able to shoot the ensuing foul shots; any of his teammates may shoot them in his place.
- Any shot made behind the three-point arch results in three points for that player's team; therefore, if a player is fouled in the act of shooting a three-pointer, such player is given the opportunity to shoot three free throws if the shot is missed. If the fouled player makes the three pointer then the player only receives one free throw.
- If an offensive player is fouled in the act of shooting and he makes the shot, the basket is counted and the offensive player receives 1 free throw. If the player doesn't make the initial shot then he receives 2 free throws.
- **3 Second violation will be called on any offensive player in 3-second lane for more than the allotted time.**

7) The game ball must be inbounded within 5 seconds after received from the referees.

8) Substitutions

- Substitutions may be made following whistles in accordance with NCAA Rules but only after the substitute has sought permission to enter the game and has been "waived in" by an official.

9) Officials and Protests

- The officials have authority and control over all aspects of the game, as defined by the NCAA Rules. Officials' decisions are final, even if made in error, and cannot be contested.

10) Team captain must sign the score-keeper's sheet at the end of each game.

11) Late Penalty:

Teams unable to produce at least four players on court by the referee's whistle at the start of the game will be penalized one free throw every thirty seconds. Officials' will start the clock under the discretion of the tournament committee or court manager. The clock will not be restarted after the late team produces five players.

12) **All decisions made by tournament committee are final.**

Tournament Format

- There will be four brackets for this year's tournament. Teams will be placed in a four team bracket. Every team in each bracket will play each other. So each team is guaranteed 3 games.
- Brackets and games will be determined at the captains meeting prior to the tournament date.
- In case of a tie, tie-breakers will be applied in the following order to determine the advancing teams for playoffs from each bracket. (NOTE: TEAMS THAT FORFEIT OR GET EJECTED WILL LOSE ALL TIE BREAKERS HERE, THE REMAINING TWO TEAMS WILL ADVANCE)
 1. Head to head (if only 2 teams)
 2. Point differential among the tied teams
 3. If two teams are tied after the point differential, then the head to head matchup between the two teams is looked at to determine the advancing team.
 4. Least points allowed per team in their respective brackets can be used if necessary.
 5. Most points scored per team in their respective brackets can be used if necessary
- Schedules for the upcoming rounds will be posted at the tournament location at the end of the season game round

Playoff Format

- **The two teams with the best records in each bracket will advance to the quarter final round, where the 8 teams will then be reseeded based on the following criteria:**
 1. Overall record
 2. Point differential among the tied teams
 3. Least points allowed per team can be used if necessary.
 4. Most points scored per team can be used if necessary
 5. Coin Toss can be used to determine the seeding as a last option.

Game Format

- First Round: Two 12 minute halves, where clocks will be running with the exception of the last 1 minute of the second half. Half time will be 1 minute. Each team is permitted 2 twenty second time out per half
- Quarter Finals & Semi-Finals: Two 12 minute halves, where clocks will be running with the exception of the last 2 minute of the second half. Half time will be 2 minute. Each team is permitted to take 2 twenty second time outs and one full (1 minute) time out per half.
- Finals: Two 13 minute halves, where clocks will be running with the exception of the last 2 minutes of the second half. During the last 2 minutes of the second half, the clock will stop at each whistle. Half-time will be 5 minutes. Each team is permitted to take 1 full time out and 2 twenty second time outs per half.
- Overtime: Duration of overtime is 2 minutes. Each team is permitted to take 1 twenty second time out per overtime period. Clock stops for every dead ball.
- Officials have the discretion to stop the game clock at any time or run the clock.
- Teams will be assessed a technical foul (1 shot and loss of possession) if an illegal time out is called.
- Time outs not used do not carry over to the next half or overtime.

Behavior and Conduct

- Violation of the listed or otherwise acknowledged conduct rules will result in a technical foul.
 - A technical foul by a single player will be assessed as a personal foul.
 - A technical foul on any team personnel (player, coach, bench, etc.) results in the opposing team receiving one free throw.
 - The receipt of two technical fouls by a single player or a team personnel result in an automatic ejection from the game.
 - Any intentional foul will be assessed as a flagrant foul. If a player plays defense on the ball and fouls the opposing player that will be assessed as a personal foul.
 - Any player receiving two flagrant fouls in a given game will also be automatically ejected from the game.
 - A flagrant foul by a single player will also be assessed as a personal foul.
 - The officials of each game have the authority to penalize (a) player(s) and/or team personnel for inappropriate behavior, body language, and/or inappropriate conversation, at their discretion.
 - If a player(s) or team personnel(s) continues to act or conduct himself in an inappropriate manner, he (they) may be disqualified from further participation in the tournament.
 - Conduct that results in a technical foul: (this list is not all inclusive)
1. Cursing at anyone including referees, opposing players, and coaches.
 2. Taunting players.
 3. Hanging on the rim except in an instance to prevent injury.
 4. Calling timeouts when all have been exhausted.
 5. The presence of more than five players on the floor once the game is in session.
 6. The second of a delay of game violation.
- The referee has full discretion to call a technical foul for reasons, which may or may not fit within the listed items above.
 - Teams are encouraged to shake hands with opponents before the games as well as after the games.
 - If medical staff does not give clearance to an injured player to play then the Referee will not allow that player to play.
 - **Game time decision made by the referees and officials are final**
 - **All decisions made by tournament committee are final.**

3 on 3 Tournament Rules/Format.

Team Eligibility

- The Tournament Committee reserves the right to make final decisions on the eligibility of a team.

Player Eligibility

- Only players who are part of the final team roster is eligible to participate.
- Player can choose to play in the 16 team Men's tournament or the 3 on 3 tournament. Player's cannot play in both tournaments.
- All male players must be over the age of 13.
- Tournament Committee reserves the right to make a final decision on all player eligibility matters.
- Related to ringers playing during the games- Protest to the eligibility of a player must be declared before the start of the respective game. Results of the games played prior to the protest will not be changed. Protests made after the final whistle of a game will not alter the result of the game. If the protest/contest is proven valid to the tournament committee, player in question will not be allowed to participate in the tournament any further. Teams with ineligible players maybe disqualified from continuing in the tournament if the committee deems that a disqualification is warranted. Proof of fraud in player eligibility will result in automatic disqualification of a team. Committee reserves the right to make a final decision in such matters.

General Tournament Rules

- Each team must appoint a captain who will represent his team and is also responsible for his team's conduct.
- The captain is responsible for sending information to the organizers as well as making sure all the information is correct, and inform their team members of the Rules & Guidelines of the STYL Invitational Basketball Tournament.
- Each team must wear their assigned uniforms. A two shot technical will be assessed for each team member that does not wear their uniform.
- Each team participating shall, fill out the waiver form and the registration form.
- Team members involved in a fight (pushing, punching, spitting, cursing) will be ejected from the game and may be suspended from the tournament. Team members leaving the bench onto the court during a fight will face possible ejection from the game and the tournament. Same will apply for any incidents that occur on the premises, including the parking lot. There will be no refund for the teams whose members are involved in a fight. Teams may also be disqualified from the tournament and maybe asked to vacate the premises if the organizers deem it warranted.
- Alcoholic beverages, illegal substances or weapons found on any player will result in the disqualification of the team. The tournament committee will immediately notify local law enforcement agencies as well as the Priest/Pastor of the respective parish about the findings.
- All decisions made by tournament officials are final.
- Forfeit time is 5 minutes after scheduled game time.
- Tournament representatives will keep the official score.
- Players will be given free drinks by the organizers, so teams are discouraged from bringing sports drinks into the gym.
- Only one person without the team-jersey can be at the team bench during a game. For any such aforementioned infraction to this rule, the referee can assess a technical foul.
- Official Tournament Schedule will be posted in the Gymnasium.

Game Rules

1) NCAA Rules to Apply

- A. NCAA rules shall govern all play except as determined by the officials in their discretion in light of special circumstances that occur.
- B. Shot clocks will not be used in this tournament
- C. The official(s) shall determine and advise the team captains of any special rules of play that may be required by virtue of the unique architecture of the facility prior to a game. Such "house rules" shall be binding only as to the specific game being played and may be altered as to any subsequent game.
- D. Scoring: One point per basket; two points for shots made behind the arc
- E. Initial possession: Coin flip. Note: the team that wins the coin flip decides whether it takes the ball or leaves it, in order to get it in a potential overtime.
- F. Possession following a successful field goal: A player from the non-scoring team will resume the game by dribbling or passing the ball from behind the arc.
- G. Following a defensive rebound or steal: Ball to be dribbled/passed behind the arc.
- H. A player will be disqualified upon committing his fourth foul of any type (including technical fouls), or his second technical foul. Any flagrant, unsportsmanlike foul shall result in two free throws for the opposite team, and loss of possession. A second flagrant foul by the same player will result in automatic ejection, two free throws for the opposite team and a loss of possession.
- I. A player may use no more than ten seconds to shoot free throws.
- J. Three Second Violations: If an offensive player has both feet in the paint for three (3) seconds, a violation will be called.
- K. The seventh team-foul result in penalty.
- L. Penalty is one free throw.
- M. If in the unfortunate event of a team player that is fouled is not able to shoot the ensuing foul shots; any of his teammates may shoot them in his place.
- N. Any shot made behind the arch results in two points for that player's team; therefore, if a player is fouled in the act of shooting a two-pointer, such player is given the opportunity to shoot two free throws if the shot is missed. If the fouled player makes the two pointer then the player only receives one free throw.
- O. If an offensive player is fouled in the act of shooting and he makes the shot, the basket is counted and the offensive player receives 1 free throw. If the player doesn't make the initial shot then he receives 1 free throws.
- P. 3 Second violation will be called on any offensive player 3-second lane for more than the allotted time.

2) The game ball must be inbounded within 5 seconds after received from the referees.

3) Substitutions

- Substitutions may be made following whistles in accordance with NCAA Rules but only after the substitute has sought permission to enter the game and has been "waived in" by an official.

- 4) Officials and Protests
 - The officials have authority and control over all aspects of the game, as defined by the NCAA Rules. Officials' decisions are final, even if made in error, and cannot be contested.
- 5) Team captain must sign the score-keeper's sheet at the end of each game

Tournament Format

- The Team Captain or a team representative is required to attend a meeting to review the rules/format and other issues or concerns at a date determined by the committee prior to the tournament.
- **Teams will be placed in four team brackets. Games will be determined at the aforementioned meeting prior to the tournament date.**
- Brackets and games will be determined at the captains meeting prior to the tournament date.
- In case of a tie, tie-breakers will be applied in the following order to determine the advancing teams for playoffs from each bracket. (NOTE: TEAMS THAT FORFEIT OR GET EJECTED WILL LOSE ALL TIE BREAKERS HERE, THE REMAINING TWO TEAMS WILL ADVANCE)
 1. Head to head (if only 2 teams)
 2. Point differential among the tied teams
 3. If two teams are tied after the point differential, then the head to head matchup between the two teams is looked at to determine the advancing team.
 4. Least points allowed per team in their respective brackets can be used if necessary.
 5. Most points scored per team in their respective brackets can be used if necessary
- After the first round, Top 2 teams in each bracket will now be re-ranked based on their regular season performance based on the following:
 - Overall record
 - Point differential among the tied teams
 - Least points allowed per team can be used if necessary.
 - Most points scored per team can be used if necessary
 - Head to Head (only if two teams that have played are remaining)
 - Coin Toss can be used to determine the seeding as a last option.
 - **(NOTE: TEAMS THAT FORFEIT OR GET EJECTED WILL LOSE ALL TIE BREAKERS HERE)**
- Schedules for the playoffs will be posted at the tournament locations at the end of first round.

Playoff Format

Semi Finals

- Ranked 1 plays the Ranked 4
- Ranked 2 plays the Ranked 3

Game Format

- **Regular season & Wild Card Round: One period x 12 minutes playing time. Score limit: 21 points. Winner is determined by first team to reach 21 points or first team ahead after 12 minutes of play. Applies to regular playing time only. Overtime: Duration of overtime is 2 minutes. Teams are allowed Two (20 second) timeout per game.**

Semi-Finals.

One period x 14 minutes playing time. Score limit: 21 points. Winner is determined by

first team to reach 21 points or first team ahead after 14 minutes of play.

Overtime: Duration of overtime is 2 minutes. **Teams are allowed Two (20 second) timeout per game.**

Finals.

- One period x 15 minutes playing time. Score limit: 21 points. Winner is determined by first team to reach 21 points or first team ahead after 20 minutes of play. **Teams are allowed Two (20 second) timeout per game.**
- Overtime: Duration of overtime is 2 minutes. Each team is permitted to take 1 twenty second time out per overtime period. If score is tied after first overtime, another 2 minutes of overtime is played and so on.
- Officials have the discretion to stop the game clock at any time or run the clock.
- Teams will be assessed a technical foul (1 shot and loss of possession) if an illegal time out is called.
- Time outs not used do not carry over to the next half or overtime.

Behavior and Conduct

- Violation of the listed or otherwise acknowledged conduct rules will result in a technical foul.
- A technical foul by a single player will be assessed as a personal foul.
- A technical foul on any team personnel (player, coach, bench, etc.) results in the opposing team receiving one free throw.
- The receipt of two technical fouls by a single player or a team personnel result in an automatic ejection from the game.
- Any intentional foul will be assessed as a flagrant foul. If a player plays defense on the ball and fouls the opposing player that will be assessed as a personal foul.
- Any player receiving two flagrant fouls in a given game will also be automatically ejected from the game.
- A flagrant foul by a single player will also be assessed as a personal foul.
- The officials of each game have the authority to penalize (a) player(s) and/or team personnel for inappropriate behavior, body language, and/or inappropriate conversation, at their discretion.
- If a player(s) or team personnel(s) continues to act or conduct himself in an inappropriate manner, he (they) may be disqualified from further participation in the tournament.
- Conduct that results in a technical foul: (this list is not all inclusive)
 7. Cursing at anyone including referees, opposing players, and coaches.
 8. Taunting players.
 9. Hanging on the rim except in an instance to prevent injury.
 10. Calling timeouts when all have been exhausted.
 11. The presence of more than three players on the floor once the game is in session.
 12. The second of a delay of game violation.
- The referee has full discretion to call a technical foul for reasons, which may or may not fit within the listed items above.
- If medical staff does not give clearance to an injured player to play then the Referee will not allow that player to play.
- **Game time decision made by the referees and officials are final**
- **All decisions made by tournament committee are final.**