



PROVO PARKS & RECREATION WOMEN'S BASKETBALL TOURNAMENT RULES

CODE OF CONDUCT: Captains are responsible to have their players read and understand the "Tournament Rules" and the players "Code of Conduct." Your team will be held accountable for the information contained therein.

PLAYER ELIGIBILITY

1. **JERSEYS:** Each team must have matching jerseys with legible numbers (no duplicate numbers) on the front and back. **No taped numbers allowed.** Reversible Adult jerseys are preferred with 6" numbers on back and 4" on front.
2. **ROSTERS:** Maximum roster size - 10 players. (Maximum awards per team - 10 players)
3. **CHECK-IN:** **Each participant must check in at the score table prior to each game.** Each participant is required to tell the scorekeeper her number and initial next to her name. If a participant comes late, she must check in prior to entering the game. Photo ID will only be required for a player's first game. The Roster/Waiver **MUST** be signed before they can officially check-in.

FACILITY RULES

1. No food or drink will be allowed in any of the gyms by players or spectators. A close top water bottle for the players is the only exception.
2. For all games players may check in with the sports staff no more than **15 minutes prior** to the start of their game. Players should enter the lane closest to the front desk to check in. Players wishing to remain at the Recreation Center to practice, swim, or use the facility in any way should exit and re-enter to swipe their membership card or pay the daily admission fee.
3. If any children under 8 years old are attending the basketball games, they must have appropriate supervision. Players are not considered appropriate supervision.
4. Anyone caught hanging on the rims, dunking the ball, or otherwise abusing the facility will be given a technical foul. **This applies before, during, or after a game.** It is a Code of Conduct violation if it occurs before or after the game and can be enforced in your team's next scheduled game. Players can also be suspended for a minimum of one game. **Exception:** You may dunk the ball in the course of the game, but you may not hang on the rim unless it is, in the judgment of the officials, to protect yourself. Any player responsible for damage will be charged.

CODE OF CONDUCT

1. Language

The use of profane, insulting, or abusive language will not be tolerated. This type of language may and can result in a technical foul. Specifically, the F-Word will not be tolerated. Any use of this word will result in an automatic technical foul. If the word is used again in the same game a second technical foul will be given resulting in the player being ejected and will serve a two-game suspension.

2. Player technical fouls (these are Technical Fouls for conduct or Code of Conduct Violations) during **any game** will be penalized by two free-throws for the opposing team plus possession, and the following:

1st Technical: Sit out ten minutes of game time.

2nd Technical: Two game suspension.

3rd Technical: Removed from tournament.

Game ejection will occur upon receiving two technical fouls in one game. Serious conduct violations may require additional disciplinary actions.

3. Any team which receives **three technical fouls** in a game will forfeit that game. (No Refund).
4. The Provo Parks & Recreation staff reserves the right to make all final decisions and subsequent penalties regarding the basketball program.

GAME RULES

1. **GAME TIME: Each participant must check in at the score table prior to each game.** Each participant is required to tell the scorekeeper his number and initial next to his name. If a participant comes late, he must check in prior to entering the game The Roster/Waiver **MUST** be signed before they can officially check-in.
2. Games will consist of two 20-minute running halves. The clock will stop only during the last two minutes of the game. When there is a 15-point lead by either team the clock will continue to run.
3. Only 6 players are allowed to line up in the key during free-throws and cannot take up the bottom two spots on the key. No more than two offensive players may be positioned along the key. This rule will be enforced to help protect players from injury during rebounds on the free-throws.
4. **FREE THROWS:** Free-throws are played off the release, not the rim. Only one free-throw will be taken. If the foul occurred on a two-point shot, two points will be awarded for the one free-throw. This will also apply for a three-point shot. On an "And-One" no free throws will be awarded. **Free throws in the final 2 minutes of the game will be administered according to normal rules.**

5. **3 PLAYERS LEFT:** If a team only has three players left due to fouling out or injury, the game will only be continued if it is a competitive game (14 points or closer).
6. **TIME-OUTS:** Two (2) time outs per half -- One (1) minute per time out and they **do not** carry over. Each team will be given one (1) timeout during the overtime period.
7. **OVERTIME:** Overtime will be three (3) minutes with the clock stopping during the last minute only. Each team will be given one (1) timeout during the overtime period. (Timeouts do not carry over.)
8. **TEAM STANDINGS:** Tournament standings will be computed on a win/loss system. The team with the highest win/loss percentage will be the team with the highest seeding for the tournament. If there is a tie for 1st place. The tie will be broken by head to head results. If a Tie still remains, total points against will determine the winner.
9. **TEAM AWARDS:** Awards are sponsored by various local businesses and will be given to teams placing 1st - 4th in bracket play.
10. An official team is composed of 5 players. A team can play with no less than 4 players. If a team has 4 players at game time they **must** start the game. As players arrive they may be inserted into the game by checking in at the score table.
11. The postponement of games will not be considered. All games must be played as scheduled.

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