

Rules and Regulations



Good luck to all the teams. Amy's Angels is a local charity. Please remember this is for a good cause, so have sportsmanship and etiquette in mind. Let's all have a great time and show our support for each other and our community.

A. Roster

1. A team will consist of three players on the court and can have a maximum of five players on the roster. A game may be started and/or continued with a minimum of two players.
2. Teams should arrive twenty minutes before the posted start time of their game. Teams will only be given a five minute grace period after their posted start time to have the required minimum number of players to begin. The game will be declared a forfeit once the grace period has expired.

B. Attire

1. No hats or jewelry allowed. All participants must wear sneakers. Sports gear such as goggles, bands, sleeves, angle support, and any other common accessories that are not made specifically to aide a player or hinder the opposing team chances are permitted.
2. All individuals participating in the tournament must try and wear a shirt of the same color. Team shirts are recommended but not required.

C. Games

1. Games are either eighteen minutes in length or the first team to score fifteen points. Each game will have two sets of nine minute halves. Each team is given one timeout for each half that will not exceed forty seconds.
2. Substitutions may be made after a basket and/or dead ball.
3. A coin flip prior to the game will determine first possession of the ball.
4. No shot clock. However any attempt to stall or freeze the ball during play will result in a turnover.
5. There will be a two minute overtime period if a game ends in a tie after regulation. Another coin toss will determine possession. First team to score will determine the winner if double overtime is needed.
6. Defense gets possession after a score. No "make it take it".
7. On a change of possession (steal, rebound, etc.), the defensive team must take the ball outside of the three point arc to establish itself in an offensive position. This also includes an air ball.
8. Alternating possession on all jump ball situations will be in effect.
9. The next possession will begin at the top of the key after a score, foul, or the ball goes out of bounds. Every new possession must start with a pass in before a shot can take place.

D. Officiating

1. One set of referees and scorekeepers will manage and officiate each game.
2. Any disputes based on rules, not judgment, will be solved by the official or management.

Rules and Regulations



3. Harassing, badgering, and/or excessive arguing towards any officials will result in immediate game disqualification. A warning is not necessary.
 4. Any profanity and/or foul language will result in a one point deduction per each offense. An ejection of a player may follow.
 5. Players cannot foul out of a contest or tournament. However, one point will be awarded to the opposing team and be given possession if a team has exceeded the tenth foul.
 6. All technical and intentional fouls will result in one point and rewarded possession for the opposing team. An ejection of a player may follow.
- E. Legal
1. While the game of basketball is a non-contact sport, injuries do occur. Players should participate with this understanding. Also, participation in the intramural sports program is completely voluntary. Amy's Angels and its affiliates are not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status and accident insurance to cover any injury that may occur.
 2. Every participant must have a signed waiver completed before your team checks in.
 3. Alcohol or drugs are not permitted in any facility. Players coming to the game under the influence will risk a forfeit in the whole tournament.