



PUMA HOUSE OF HUSTLE

Basketball Competition Tournament Regulations

General Terms

- All participants (Players, coaches & spectators) are expected to display good sportsmanship throughout the tournament.
- Abuse against referees or any players will not be tolerated
- Violation of the rule will result in the team responsible for the act to be disqualified from the tournament

1. Competition Rules & Regulations

- 1.1. **Players Registration:** Teams can register a maximum of 4 players with 3 players on the court at any time. The minimum number of players per team for games to commence shall be 3. Players may only play on one team in the competition. Any team found playing with unregistered player(s) will be disqualified immediately from the tournament;
- 1.2. **Gender:** As this is an open-tournament, both males and females can register for this tournament.
- 1.3. **Outfit/ Kit:** All players are to have covered footwear (no slipper, sandals or crocs allowed). Shooting sleeves, knee guards and other forms of guards are allowed. Any players not in appropriate attire will be banned from playing.
- 1.4. **Substitutions:** Substitutes may occur at any dead ball situation prior to the check ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him behind the end line opposite the basket. Substitutions require no action from the referees or table officials;
- 1.5. **Match Duration:** The duration of the games shall be a straight 7 minutes for Group Stage games and 10 minutes for Knockout Round games. There will be no intervals or change-overs. The home team stated on the fixtures list shall get the first possession;

- 1.6. **Time-Outs:** One 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation;
- 1.7. **Scoring:** Every successful shot inside the arc shall be awarded 1 point. Every successful shot behind the arc shall be awarded 2 points. Every successful free throw shall be awarded 1 point;
- 1.8. **Score Limit:** The first team to score 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only;
- 1.9. **Shot Clock:** The shot clock countdown is set at 12 seconds;
- 1.10. **Court:** The playing surface shall be a regular 3v3 court at approximately 15m in length and 11m in width;
- 1.11. **Foul Limit:** The foul limit per team is set at 6 team fouls;

1.12. Penalty for Fouls:

- 1.12.1. Penalty for team fouls 7, 8 and 9: 2 free throws;
- 1.12.2. Penalty for team fouls 10 or more: 2 free throws + ball possession;
- 1.12.3. Penalty for technical foul: 1 free throw with no change of ball possession;
- 1.12.4. Penalty for unsportsmanlike foul: 2 free throws with change of ball possession as of team foul number 10 or more. (Counted as 2 fouls for team fouls purposes);
- 1.12.5. Penalty for disqualifying foul: 2 free throws with change of ball possession. (Counted as 2 fouls for team fouls purposes);

1.13. Ball Possession:

- 1.13.1. Possession following a successful goal: defence possession right underneath the hoop, ball to be dribbled or passed to a player behind the arc, defensive team not allowed to play for the ball inside the 'no-charge semi-circle' area underneath the basket;
 - 1.13.2. Possession following a dead ball: Check ball exchange behind the arc;
 - 1.13.3. Possession following a defensive rebound or steal: ball to be dribbled/passed behind the arc;
 - 1.13.4. Possession following a jumpball situation: defense possession;
- 1.14. **Player Discipline:** A player committing two unsportsmanlike fouls will be disqualified from the game by the referees. Independent thereof, the organizer will disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression or tortuous interference in game results;
 - 1.15. **Forfeits:** A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win);
 - 1.16. All decisions of the referee are final.

2. Competition Format

2.1 The Competition shall consist of four (4) stages:

- Group Stage;
- Quarter Finals Stage;
- Semi Finals Stage;
- Finals Stage.

2.2 Group Stage Format

2.2.1 At the conclusion of each match:

- three (3) points shall be awarded to the winner;
- one (1) point shall be awarded to each participating team for a draw;
- zero (0) points shall be awarded to the loser.

2.2.2 The ranking in each group shall be determined in descending order as follows:

- Higher number of points obtained in group matches played among the participating teams in question;
- If two (2) or more participating teams are equal on points on completion of the group matches, the following criteria are applied to determine the ranking (in descending order):
 - Score points difference;
 - Score points for;
 - Score points against;
 - Head-to-Head;
 - If still no winner, a coin toss is to determine the winner.

2.3 Group Stage

2.3.1 There are thirty-two (32) participating teams in the Group Stage. They shall be drawn into eight (8) groups of four (4) teams each.

2.3.2 Each participating team plays one (1) match against each of the participating teams in its group in accordance with the Match Schedule in a single Round Robin format.

2.3.3 At the conclusion of the Group Stage:

- The top team in each group shall qualify for the Quarter Finals;
- All other participating teams shall be eliminated from the Competition.

2.4 Knockout Stages

2.4.1 The Knockout Stages shall consist of the Quarter Finals, Semi Finals and the Finals.

2.4.2 If the game ends in a draw, 3 mandatory free throws will be taken. If it still ends in a draw, sudden death free throws will determine the winner.

2.5 Quarter Finals Stage

2.5.1 At the conclusion of each tie in the Quarter Finals Stage:

- the winner shall qualify for the Semi Finals;
- the loser shall be eliminated.

2.5.2 The Quarter Final matches will be scheduled as follows:

Home Team	Away Team	Match Code
Winner of Group A	Winner of Group B	QF 1
Winner of Group C	Winner of Group D	QF 2
Winner of Group E	Winner of Group F	QF 3
Winner of Group G	Winner of Group H	QF 4

2.6 Semi Finals Stage

2.6.1 At the conclusion of each tie in the Semi Finals Stage:

- the winner shall qualify for the Finals;
- the loser shall compete in the 3rd/4th placing match.

2.6.2 The Semi Final matches will be scheduled as follows:

Home Team	Away Team	Match Code
Winner of QF 1	Winner of QF 2	SF 1
Winner of QF 3	Winner of QF 4	SF 2

2.7 Finals Stage

2.7.1 At the conclusion of the Finals:

- the winner shall be declared as the Champion;
- the loser shall be declared as Runner-up.

2.7.2 The Finals match will be scheduled as follows:

Home Team	Away Team	Match Code
Winner of SF 1	Winner of SF 2	F 1

2.7.3 The 3rd / 4th placing match will be scheduled as follows:

Home Team	Away Team	Match Code
Loser of SF 1	Loser of SF 2	F 2