

Tournament rules for the Bauhaus Jugendturnier

TSV TOWERS Speyer Schifferstadt

Changing the rules, even then both team managers agree, is not allowed.

The tournament is played under the current FIBA rules and regulations including the 2014 revision except for below stated modifications.

Team not showing until 3 minutes after the officially announced starting time lose the game 20:0 and receive no points.

Age groups:

Female young players „U16w“: born 2003 and younger

Female young players „U14w“: born 2005 and younger

Female young players „U12w“: born 2007 and younger

„U10 mixed“: born 2009 and younger

Male young players „U16m“: born 2003 and younger

Male young players „U14m“: born 2005 and younger

Male young players „U12m“: born 2007 and younger

Teams playing with female and male players will always play in the male groups (exception U10 mix). We will sample the age in all age groups.

Every player must have a valid ID showing a picture and the age. This can either be an ID card, players pass or similar. On request, the documents have to be presented to the hall manager before the end of the game. **Players who cannot prove their age are not allowed to play.** A game with the participation of a player not being able to prove the proper age will be lost by the team playing that player.

Playing in

There is no allowance for court- preparation and we do not have balls. If both teams are wearing the same or similar colors, the first team has to change theirs.

Basketballs:

According to the FIBA regulations.

Please bring your own basketballs!

Size 5: U10 mix, U12 female, U12 male

Size 6: U14 male, U14 und U16 female

Size 7: U16 male

Playing time:

The playing time is 4 x 6 min. without stops.

1 min. quarter, 3 min. half time, no time-outs!!!!

Time-outs

Time-outs are only allowed in the finals, 1 minute per team and halftime.

Bonus rules

We keep our bonus rule for fouls, since we have had good experience in the past. No free-throws during the game to allow for an undisrupted game. Instead the following rules apply:

- Foul during a missed shot: bonus point (the referee will signal that the table with a finger sign 1 point), possession with the team of the fouled player

- Foul during a scored shot: bonus point (the referee will signal that), possession with the opponent
- Foul after reaching the team fouls (5 per **half time**, no new counting after the first and third quarter): bonus point, even when not shooting (the referee will signal that).

Fouls

Due to the shortened playing time, a player is ejected from the game following her/his 3rd foul.

Technical and unsportsmanlike fouls are noted on the back side of the sheet, the exclusion of the player take place after the second foul according to FIBA rules.

Similarly, teams not following the instructions of referees or officials can be excluded from the tournament without compensation.

Player change

Player changes are on the fly, substitute players have to enter the court at the midfield line where the substituted player has left the court. Wrong exchanges will cause a technical foul against the substitute player.

Placements

1. The order of teams is according to the following rules:
2. 1. Game points
3. 2. Points difference
4. 3. Scored points
5. 4. Remaining teams will be sorted according to the points difference in the direct games
6. 5 . Are teams identical after scored points difference in direct games, they will be sorted according to the points scored in all games.
7. 6. Teams with lesser fouls will have preference.
8. 7 . If teams remain identical, the winner will be drawn.

24-seconds rule

Within the judgement of the referee.

In case of obvious violation, the referee can announce by calling „15“resp. „20“ that he/she will call off the defense after 9 / 5 seconds.

In the age group U16m and U16f as well in the finals U14m and U14f, will be a 24sec clock if possible. Otherwise a stop watch will be provided, the table has to call the referee and the teams.

Checking ?

Throw-ins are done without checking unless the referee has a different opinion when the player.

Tie

All games except the finals, tied games will be decided in “sudden death”. The sudden death will be started with a jump and end with the first point scored (including bonus points). All finals will be decided after a 2 min. extension.

Zone / man defense

All age groups are required to play man-man defense.

Violation after a first warning will be punished with a bonus point and a throw in for the opponent. Repeated and obvious violations will have a technical foul against the coach. The judgement is within the referees' competence and will be announced immediately after the violation, when the offensive team doesn't have a disadvantage. After the prompt, the game resumes with the possession before the interruption.

Criteria for the man-man defense

1. The ballhandler has to be closely defended within arm's length.
2. Defensive players on the ball side may not fall back (Deny-defense).
3. Only the ball handling player may be doubled.
4. Defensive players on the other side of the ball can fall back to the basket-basket line????

Mini-Rules U10/U12

1. Free throw line

The free throw line is one meter nearer at the basket.

2. Scoring points

Baskets have the following value:

In the paint: 2 points.

Outside the paint: 3 points

3. Defense

- Man-man defense has to be played, the defensive player may not fall back more than 2 meters
- The man-man defense must always be clearly visible
- The active defense can only begin after the extension of the free throw line of the beginning $\frac{3}{4}$ field.
- All types of doubling or tripling full court or half court are forbidden. Intentional doubling has to be differentiated from unintentional crowding!

Exceptions:

- 1) defensive players, of whom the opponent is deliberately "parked" away from the ball and action to draw away a defender, may fall back more. Once the offensive player becomes active again, the defender must obey the 2m rule.
- 2) Once the defender is clearly beaten and the hoop under threat, help Ist der Verteidiger am Ball klar geschlagen und der Korb direkt bedroht, darf geholfen werden.

4. Offense

- All types of blocks are forbidden, both at the ball (e.g. Hand-Off) and also away from the ball.
- The only allowed tactical actions are Give and Go and cutting to the ball.

5. Penalties (for 3 & 4):

Violations will after a singular warning, punished with a point and throw-in at the middle line for the opponent.

Additional rules U10mix

See: <https://www.basketball-bund.de/wp-content/uploads/U10-und-j%C3%BCnger-Spielempfehlung-ab-2017-18.pdf>

1. Return

Return play is allowed, the 8 seconds rule doesn't apply.

2. Time

Referees will just in case of strong violations against the 3- and 5- seconds rule intercept.