



Energy Park

2014 Petroleum Games Tournament

Registration Form

Basketball/Soccer



Team Name			Fitness Center Member	
			Yes	No
	GAL Name	GAL email/phone		
Team Captain	1.			
Additional Team Members	2.			
	3.			
	4.			
	5.			
	6.			
	7.			
Alternate	8.			
Alternate	9.			
Alternate	10.			

Tournament Begins: Basketball – October 14th

Soccer – October 14th

Days for Play: Basketball - Tuesday, Thursday

Soccer - Monday, Wednesday (Except Starts Tuesday Oct 14th)

Game times: Games will be scheduled between 11am-1pm

Game Length: Basketball game length = 20 mins running clock

Soccer game length = 2 - 10 min running clock

CO-ED: Basketball: 4-on-4 (minimum 4, max roster 7)

Soccer: 7-on-7 (minimum 6, max roster 10)

RULES:

Basketball

Who Receives the Ball First?

At the start of each game, a coin will be tossed to determine which team gets the opening possession.

Fouls

Each team will be given six (6) team fouls before free throw attempts are awarded. Upon the 7th team foul, the bonus will be in effect and the fouled player will shoot free throws. One (1) free throw will be given for shooting fouls inside the 2-point arc, and two (2) free throws for shooting fouls outside the 2-point arc. If a foul is committed during a made shot, the point(s) will count and the fouled player will also shoot a free throw, but only after the bonus is in effect. After each free throw attempt, make-or-miss, the non-shooting team will receive the ball at the back court line. After a team commits its 10th team foul, the double bonus will be in effect. (NOTE: Teams ages 14 and under will be in bonus upon (6) team fouls and double bonus upon nine (9) team fouls). In the double bonus, the fouled player's team will retain possession of the ball after a missed free throw.

Technical Fouls

A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament.

Intentional Fouls

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the referee, court monitor or Street Ball official's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the officials observation of the act, if while attempting to play the ball, a player causes excessive contact.

Flagrant Fouls

A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hipping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialog which is extreme or persistent, aggressive, or abusive. Players committing a flagrant foul will be suspended from play for the remainder of that game or for the rest of the tournament.

A technical, intentional, or flagrant foul cannot be called by a player. A referee, court monitor or Street Ball official will make the call. Their decision is final. A technical, intentional or flagrant foul results in one (1) point for the offended team and possession of the ball.

Change of Possession

The ball is exchanged after every made basket and all free throw attempts, with the exception of Double Bonus, Technical, Intentional, or Flagrant fouls. There will be no "make-it-take-it" rule. The ball must be thrown in from out-of-bounds at the top of the court. The ball and both feet of the player must be out of bounds to qualify and must be "checked" by the opposing team before it is inbounded. No shots may be made before the ball is thrown in.

Taking it Back

The ball must be "taken back" on each exchange of possession regardless of whether a shot was attempted. Failure to properly "take-it-back" will result in loss of possession and any points just scored. "Taking it back" means bringing your whole body, **both feet** behind the two-point arc.

Ball Out-of-Bounds

A ball out of bounds will be taken out from the back court line.

Boundaries

The top, bottom and side of the backboard are all considered in play, however, the back of the backboard and the structure are considered out of bounds.

Jump Ball

In a jump ball situation, possession will go to the defense.

Scoring

Every shot inside of the 3-point line is worth one point.
Every shot outside of the 3-point line is worth two points.

Playing time/Winner of a Game

Each game will be 20 minutes in length with two 10-minute halves plus a three minute halftime.
First team to score 21 points or the team with the most points at the end of the two 10-minute halves will be declared the winner.

Substitution

Substitutions shall be permitted by any team when the ball is dead.
Referee must acknowledge substitution before player steps onto court.
Play does not start again until referee gives signal.

Dead ball

Referee determines possession and inbounding location.
Play does not start again until referee gives signal.

Timeouts

Each team has one 1 minute timeout per team.
Referee must acknowledge timeout before stopping play.

Overtime

A coin flip will decide the first possession of OT just as it did at the beginning of the game.
OT consists of a two minute period -- clock stops on free throws and dead balls.

The Fine Print

Street Ball officials shall have the power to make decisions on any points not specifically covered in these Tournament Rules, and shall also have the complete authorization to interpret the intent and purpose of these rules.

Soccer

1. Number of Players: 4 - 6 field players and one goalkeeper on the field

2. Rosters and Forfeits: Ten(10) for all teams.

- a. No one may play on your team that is not on original roster.
- b. There will be no player substitutions who are not on the roster
- c. If a team cannot place at least 5 players on the field, that team will forfeit the game.

3. Ball: Size 5

4. Substitutions: Unlimited "on the fly" with the referee's permission. Must occur at the halfway line and must not interfere with play

5. Equipment:

a. Molded cleats, turf shoes and flats (including black-soled) are acceptable footwear. Metal studs cleats are prohibited.

b. All players must wear shin guards.

6. Duration of Play: 2x 10min halves with 2 minute half time

7. Goal Scoring: All Male goals = 1 point, All Female goals = 2 points, All Own goals = 1 point

8. Off-sides: There will be NO off-sides calls in this tournament due to the size of teams and game length. We want GOALS!

9. Five Second Restart Rule: A restart must occur within 5 seconds of placing the ball for a free kick, corner kick or goal kick. Goalkeepers must also release within 5 seconds after gaining possession and returning to their feet. Goalkeepers may use unlimited steps to bring the ball to the boundary of the penalty area.

10. Ball Out of Play: If the ball has wholly crossed the goal line or touch line whether on the ground or in the air, the restart is a corner kick or throw-in

11. Slide Tackling: Slide tackling the ball by field players is not permitted. If penalized, an indirect free kick will be awarded to the opposing team.

12. Injuries: Any player who is bleeding must leave the field. Time will not be stopped for injuries.

13. Goalkeeper Release: Punts and drop kicks are not permitted. The ball must be distributed by a throw, normal place kick or kick from a dribble. If penalized, an indirect free kick will be awarded to the opposing team outside the penalty area

14. Goalkeeper:

a. The goalkeeper may NOT handle the ball if intentionally passed to him from the feet of his own teammate.

b. The goalkeeper is not limited in steps in his penalty area.

15. Direct and Indirect Free Kicks: Opposing players must give TEN FEET on all kicks and corner kicks or may be cautioned (Rekick). Kickers may not play these kicks a second time until the ball is touched by another player.

16. Penalty Kicks: If a penalty is issued inside the box. The penalty kick will be issued at the top of the box, directly in front of the goal.

17. Misconduct Rules:

a. YELLOW: A warning caution, no time penalty for this offense.

b. RED: Ejection without replacement for the duration of match. The offender must leave the playing area (which includes the player's bench) and sit out the team's next match)

18. Tie Breakers:

1. Head to Head (or record among tied teams where applicable)
2. Least goals against
3. Most goals scored
4. Goal differential
5. Number of forfeits

19. Point System: Win=3 Tie=1 Loss=0

20. Tournament: Top 2 teams from each pool will play in a double elimination tournament.

Tournament schedule will be emailed to Team Captains when ALL teams are determined

Teams must be declared NO LATER THAN 7:30 PM on 9/30/14

Turn in by hand, or email registration form to Mike Bina or Jason Hebert at WL4

Mike.Bina@bp.com or Jason.Hebert1@bp.com