

CANADIAN TIRE JUMPSTART MADNESS Rules

GENERAL TOURNAMENT RULES

1. PLAYERS MAY PLAY FOR ONLY **ONE** TEAM
2. TEAM ROSTERS WILL CONSIST OF EITHER 3 OR 4 PLAYERS.
3. THE FIRST POSSESSION OF THE GAME WILL BE DETERMINED BY A COIN FLIP.
4. BOTH TEAM CAPTAINS ARE RESPONSIBLE TO SIGN SCORE SHEET.
5. **THERE IS NO OFFICIAL. PLAYERS WILL CALL THEIR OWN GAME (FOULS, VIOLATIONS, etc.). THE SCORE KEEPER IS THERE TO KEEP TRACK OF FOULS, THE SCORE AND THE TIME!**

IN GAME RULES

1. POINTS SCORED INSIDE THE 3 POINT LINE WILL BE WORTH 1 POINT. POINTS SCORED BEHIND THE 3 POINT LINE WILL BE WORTH 2 POINTS.
2. GAMES WILL BE DECIDED BY THE LEADING TEAM AFTER 20 MINUTES EXPIRES, OR THE FIRST TEAM TO REACH 21 POINTS – WHICHEVER OCCURS FIRST.
3. THE CLOCK WILL CONTINUE TO RUN ALL GAME.
4. AFTER A MADE OR MISSED SHOT, ON CHANGE OF POSSESSION, THE BALL MUST GO BEHIND THE 3- PT LINE.
5. SUBSTITUTIONS MAY ENTER:
 - AFTER ANY DEAD BALL
 - TIME OUT
6. THERE WILL BE ALTERNATING POSSESSIONS AFTER EACH MADE BASKET. CHECK BALL IS REQUIRED.

FOULS

1. IF A PLAYER IS FOULED DURING A SHOT THEY WILL NOT SHOOT FREE THROWS UNTIL AFTER THE FIFTH FOUL OF THE GAME
2. AFTER THE FIFTH TEAM FOUL OF THE GAME, THE VIOLATED TEAM WILL SHOOT ONE FOUL SHOT.
3. IF THE BASKET IS MADE, THE TEAM GETS **ONE** POINT AND THERE IS A CHANGE OF POSSESSION. . IF THERE IS A MISS IT IS A LIVE BALL.

OVERTIME

1. OVERTIME WILL BE SUDDEN DEATH. FIRST TEAM TO SCORE 3 POINTS BY EITHER FREE THROWS OR BASKETS WINS.
2. TEAM FOULS WILL REMAIN THE SAME AS EXISTS AT THE END OF REGULATION TIME. FIRST POSSESSION WILL BE DETERMINED BY A COIN FLIP