

# MAXWELL ONE

## TOURNAMENT RULES

### TIME

-All games will follow the master score clock, and the clock will NEVER stop. Games will last 8 minutes plus a 4-point Elam Ending. The buzzer will sound for the beginning of each game and at the end of the timed portion of each game. There are NO timeouts.

### SCORING

-NO make it take it. When one team scores, the other team gets the ball.

-All made baskets are worth the same value for games played on the side goals. Games played on the end goals will use the 3-point line and baskets will be worth either 2 or 3 points.

### INBOUNDING

-After a made basket or turnover, the team will "check" the ball at the top of the key, then must inbound the ball to a teammate. The player who "checks" the ball may not start dribbling or shoot without passing to a teammate.

-On a defensive rebound (if the ball hits any part of the goal) the ball must be taken back to the free throw line

-In the event of a steal, air ball, or loose ball, either team may shoot without taking the ball back behind the foul line.

### TURNOVERS

After a travel, double dribble, out of bounds, etc. the ball is checked at the top of the key.

### FOULS

-There are NO free throws

-All shooting fouls result in the shooting team taking the ball at the top of the key.

-After a non-shooting foul, the team that was fouled takes the ball at the top of the key.

### POSSESSION ARROW

-In the event of a jump ball, teams alternate taking possession.

-The team that began the game on defense starts with the "possession arrow."

### TIEBREAKERS

-In the event of a two-way tie for one playoff spot, head-to-head matchups will determine who advances. We will play a tiebreaker if necessary.

-In the event of a three-way tie for two spots, team names will be drawn. The team drawn is safely into the playoff. The two remaining teams play a tiebreaker game.

-All tiebreaker games are 4 minutes with a 2-point Elam Ending.

-In the event of a three-way (or four-way) tie for one spot, a free throw contest determines which team moves on to the playoff.

**ALL DECISIONS MADE BY THE REFEREES ARE FINAL!**

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## ELAM ENDING

### Purpose

-The purpose of the Elam Ending is to eliminate stalling and to ensure a fair ending to each game.

### Format

- Teams will play an 8-minute game following the rules outlined on the tournament rules page.
- After the buzzer, the clock will be turned off and teams will play to a target score.
- The target score is determined by adding 4 to the point total of the team that is in the lead at the end of the timed portion.
- To begin playing to the target score, the team in control of the possession arrow will start with the ball at the top of the key.
- The first team to reach the target score wins.
- You do NOT have to win by 2. The first team to reach (or surpass) the target score wins.

### Example:

- Team A is leading Team B by a score of 12 - 10 at the end of the 8-minute timed period.
- By adding 4 to Team A's point total, a target score of 16 is determined.
- Team A started the game with the ball, and there were no jump balls, so Team B will start the Elam Ending with the ball.
- The first team to reach 16 points wins.

**Please ask if you have any questions. Make sure you understand the Elam Ending format before beginning play!**