

WELCOME

Welcome!
to the

**Gus
Macker**

33
on
**BASKETBALL
TOURNAMENT**

ATTENTION PARENTS & COACHES

This event is designed for all ages. Gus Macker and your local organizers want all participating youth and adults to have a positive, fun experience. In order for this to happen we ask that all coaches and parents play a spectator's role only.

Please note that inappropriate language and/or behavior directed at players or officials will not be tolerated. Only one warning will be given. If the incident reoccurs, the adult involved will be asked to leave. Please help make this a positive event.

Thank you in advance for your cooperation, and we look forward to seeing you.

GUSBUSTERS

GusBusters are a very important part of the Gus Macker Tournament. They are an integral part of running a successful tournament.

REMEMBER:

1. They have volunteered their entire weekend (12 hours per day), so that YOU can play in this tournament.
2. They are not professional referees (only in the Top Men's and the Women's Divisions).
3. They are not being paid. They receive a uniform and on-site meals for their time and efforts. They try to do their best. Please treat them with respect and extend a thank-you for a job well done. Suggestions, please see your local HeadBuster, SuperBuster or national Tournament Director.

**TOGETHER WE CAN "MAKE THE WORLD A
BETTER PLACE TO LIVE"**

PLAYER INFORMATION & ELIGIBILITY

1. Each team must have four (4) players on their roster and be registered as a team by the predetermined entry deadline. **Additions and/or changes on rosters will not be permitted under any circumstance after the entry deadline.**
2. **Players may appear on only one (1) team roster for each tournament.** Any player appearing on more than one (1) team roster will be automatically disqualified from participation in that tournament.
3. As a general rule, teams are split into male and female divisions by computer analysis considering the average age, experience and height of the players. Co-ed teams will automatically be scheduled in a male division using the same criteria.
4. **Identification for each player (e.g., birth certificate, driver's license, other photo ID, etc...) is required at on-site registration to verify information provided on the original team application. (i.e., age, height, experience).** ID bracelets will be issued at that time. The ID bracelet must be worn at all times to participate in a Macker contest. **Players must be prepared to show identification throughout the tournament weekend.**
5. **If any of a player's personal information listed on the team application is inaccurate (e.g., age, height, experience), the player will be eliminated from participation in the tournament.** Discovery at any time after registration of the player in question may also result in elimination of the whole team from further competition.
6. **Eligibility problems will be enforced from point of discovery. No replay of games or adjustments will be allowed for previous contests and standing involving the team in question.**

**NO REFUNDS WILL
BE GIVEN FOR ANY
REASON AFTER THE
ENTRY DEADLINE!**



WELCOME

PLAYER INFORMATION & ELIGIBILITY



GAME REGULATIONS

PRE-GAME AND SCHEDULING

1. All games may start and be completed with any number of players (3, 2, 1).
2. Both teams will warm-up at the same time prior to the start of the game.
3. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
4. Teams must be at their court at the scheduled game time, even if games are “running behind” for any reason (inclement weather, slow play, etc...). The final point of reference for scheduling procedures shall be the Bracket Area, not verbal information provided by a GusBuster or SuperBuster. The players are ultimately responsible for obtaining accurate scheduling information and being at their court to play when their game is to begin. Game time is forfeit time. Information given by GusBuster or SuperBuster is not final.
5. SPECIAL NOTE: Gus suggests that you be at your court 15 minutes before the scheduled game time and stay there until your game is played.
6. No dunking allowed – warm ups or games. Any participant registered to play in the Gus Macker tournament observed dunking on any basket at any time may be dismissed from the tournament. Entry fee will not be refunded. (Exception – Slam Dunk Contest).
7. Note: Dunking is allowed on the Top Men’s and Top Women’s divisions during games only. **NOT** during warm-ups.

TIME-OUTS AND SUBSTITUTIONS

1. Each team is allowed one (1) one minute time-out per game. Exception 40 and over division is allowed two (2) one minute time-outs per game.
2. If play is stopped by a teammate or GusBuster to attend to an obvious injury, then the injured player must sit out at least until the next dead ball.
3. Player substitution is permitted during any dead ball situation.

LIVE BALL/DEAD BALL POSSESSION

1. A coin flip before the start of the game will determine who gets the ball out-of-bounds first.
2. The ball will change possession after each scored basket (i.e. no possession/no make it take it).
3. Jump balls will be called by the GusBuster and will go to the defense. (Not Alternating possession)
4. The top, bottom and sides of the backboard are in play; however, the back of the backboard and the support structure of the basket are not in play.
5. The ball must be checked by an opposing player before it is put into play. The player must pass the ball in while standing out-of-bounds at the top of the court to begin play.

6. All fouls and violations will be played out-of-bounds at the top of the court.
7. A ball out-of-bounds will be taken at the top of the court.
8. The ball must be “taken back” to the marked line on each court on every changed possession. “Taking back” means both feet and the ball behind the take back line. Violation occurs only if a basket is made by the team failing to properly “take it back”, and will result in loss of point scored and possession of the ball will go to the other team. If the ball is not “taken back” and then advanced, any other violation, common foul, offensive foul, intentional, flagrant or technical foul called by the official will be honored. **Exception:** If a player is fouled in the act of shooting and makes the basket prior to properly “taking it back” the foul will be honored; however, no points will be awarded.
9. **NEW! 10-Second Rule.** When taking the ball out-of-bounds, a player shall have ten (10) seconds to put the ball into play. A player shall also have ten (10) seconds to initiate any free throw attempt. In either case, the GusBuster or Official is responsible for determining when a violation occurs, which will result in a loss of possession of the ball.
10. Any infraction of these regulations will result in loss of possession of the ball.



MISCELLANEOUS

1. All women’s divisions and 10 and under age divisions will use the intermediate size basketball.
2. No alcoholic beverage will be allowed for player consumption on-site.
3. HIV/AIDS – The GusBuster, SuperBuster, HeadBuster, Gus Macker Officials, or Medical Personnel shall order any player who is bleeding or has blood on his/her skin, shirts, shorts or uniform to leave the game for appropriate treatment. The player may not return until the bleeding has been stopped, the injury covered with medical dressing and the player’s clothing is rid of any bloodstains. Re-entry into the game will be at the discretion of the GusBuster. Return to the game must take place on a deadball situation.
4. The Team Captain is always the team spokesperson, not a coach, parent, spectator, or one of the other players. We ask that all coaches and parents play “the role of a spectator only”.
5. **NEW!** Jewelry (earrings, rings, watches, etc...), hats, bandanas, and/or casts are not allowed to be worn by players during tournament games. Any player that refuses to remove any such item prior to play, is not eligible to participate in that game.

TOP MEN'S & WOMEN'S RULES

OFFICIALS AND DUTIES

1. One (1) or two (2) officials on court as determined by centre court supervisor.
2. Disputes or questions on interpretation are settled by the centre court supervisor.

PLAYERS AND SUBSTITUTIONS

1. Each team must have four (4) players on their roster and be registered as a team by the predetermined entry deadline. Additions and/or changes made prior to registration will be allowed in the top divisions because the competition level has reached its highest and changes will not affect division placement. No changes will be allowed after a team's first scheduled game. Once a player has registered on-site, no substitution can be made for that player.
2. A roster consists of four (4) players. A game may start with a minimum of two (2) players.
3. Player substitution is permitted during any dead ball situation. Players must "check-in" at the scorer's table prior to entering the game. In case of obvious injury, injured player must sit out at least until the next dead ball.

SCORING

1. A field goal is worth 1 point.
2. A successful goal from beyond the 21-foot arc is worth 2 points. The player shooting must have both feet completely behind the arc when initiating the attempt.
3. The following scoring rules apply for the TOP MEN'S and TOP WOMEN'S Division:
 - A. Winner Bracket Games - 20 points win by 2, up to a maximum of 25 points. (example: 20-18, 23-21, 25-24)
 - B. Loser Bracket Games - 15 points win by 2, up to a maximum of 20 points.
 - C. Toilet Bowl Games - 10 points 'straight-out', (i.e. no "win by 2").
4. All games will have a 25-minute time limit. The Official starting time will be recorded by the Official/GusBuster on the score sheet, The Official Time will be under the jurisdiction of the Official/GusBuster. (The Official Time will be stopped only during timeouts – regular and/or injury.)
5. The team leading at the end of the 25-minute time limit will be declared the winner.
6. If the game is tied after 25 minutes of play and no team has reached the required number of points to win the game, the Official/GusBuster will flip a coin to determine team possession. The first team to score will win the game.

LIVE BALL/DEAD BALL/POSSESSION

1. All jump balls go to the defensive team.
2. The ball must be "taken back" to the marked line on the court on every change of possession. "Taking back" mean both feet and the ball behind the take back line. Violation occurs only if a basket is made by the team failing to properly "take it back", and will result in loss of point scored and possession of the ball will go to the other team. If the ball is not "taken back" and then advanced, any other violation, common foul, offensive foul, intentional, flagrant or technical foul called by the official will be honored. Exception: If a player is fouled in the act of shooting and makes the basket prior to properly "taking it back" the foul will be honored; however, no points will be awarded.
3. After all successful shots, the ball must be checked by the defense and passed in by the offense.
4. Each team is allowed two (2) one minute time outs per game.
5. Dunking will be allowed in the Top Divisions only during games, NOT during warm-ups.
6. Player will foul out of the game on his or her 6th personal foul.
7. Dunking prior to the game will result in a technical foul.

FOULS AND FREE THROWS

1. Shooting fouls will be handled in the following manner:
 - A. When the basket is made – whether the ensuing free throw is made or missed, possession goes to the defensive team.
 - B. When the basket is missed – if free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.

Note: One (1) free throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.

2. Non-shooting fouls – on or after the 7th team foul – will be handled in the following manner:

- A. If the free throw is made, possession goes to the defensive team.
- B. If the free throw is missed, the offensive team retains possession.

***FREE THROW OPTION:** in any free throw situation, (including technical fouls), the designated shooter may at his or her option choose to shoot from the free-throw line (15 ft.) for one (1) point, or from behind the 2 point line for 2 points. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt. If the 2 point shot is chosen, the non-shooting team will be awarded possession on the ensuing throw-in regardless of whether the shot is successful or not (Exception: technical fouls).

TECHNICAL FOULS - PLAYER MISCONDUCT, FLAGRANT AND INTENTIONAL FOULS

1. **DEFINITION:** The Official/GusBuster may assess a Technical Foul for any misconduct, flagrant, or intentional fouls committed by a player(s). This may include:
 - A Contact Foul intended to hurt an opponent, fan or Official/GusBuster
 - Vulgar or verbally abusive behavior
 - Other misconduct deemed inappropriate by the Official/GusBuster (e.g. intentionally kicking the ball, etc.) or
 - A contact foul designed to neutralize an opponent's obvious advantageous position.
2. **PENALTY:** A choice between two (2) Free Throws from the Free Throw Line (15-ft.) for one (1) point each, OR two (2) shots from behind the 2 point line for 2 points each will be awarded to the offended team. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt.
 - The Team Captain may designate the player to shoot.
 - The Offended Team will retain possession of the ball whether the shots are made or missed.Any player committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her teams' next game.
3. **Fighting and/or 'Throwing a Punch'** automatically results in a Technical Foul assessed against the players(s) involved. Free Throws will be awarded as described above and will result in immediate dismissal of the player(s) from the tournament.
4. A Technical Foul will be counted as a Personal Foul and Team Foul.
5. Continuous misconduct, intentional and or flagrant fouling by a team or player may result in dismissal from the game or tournament at the discretion of the Official/GusBuster or other Tournament Official.
6. Any player ejected from a Gus Macker Tournament for misconduct, intentional and/or flagrant fouling, fighting or throwing a punch, will be automatically banned from participation in future Gus Macker Tournaments for a period of one (1) year.
7. **NEW! Misconduct by a player and/or team while playing in their final game of the tournament or after already being eliminated from competition in the tournament, and/or while acting as a 'spectator' at another game(s), may jeopardize that player and/or team from further participation in that tournament and/or future Macker Tournaments, at the discretion of tournament officials.**

FIVE SECOND RULE:

A player shall not remain for five (5) seconds in that part of his/her free-throw lane between the end line and the farther edge of the free throw line while the ball is in control of his/her team. Allowance shall be made for a player who, having been in the restricted area for less than three seconds, dribbles in or moves to try for goal. The count shall not begin or it shall be terminated during an interrupted dribble.

THE KNUEPPEL RULE

Double Foul – In the case of a Double Foul, because no advantage is gained the offensive team will retain possession.



ADULT RULES

GUSBUSTERS AND DUTIES

1. Any question, complaints, or comments shall be taken up with the GusBuster. Only the team captain may be the spokesperson for his/her team.
2. The Official/GusBuster has absolute authority to control play on his or her court, including the right to 'sit' a player for a period of time, eject a player(s) from a game or games, and/or eject a player(s) from the tournament. Higher authority cannot change the judgment decisions of the Official/GusBuster. Only questions concerning rule interpretation are appealable.

(NOTE: Even though it is not required, Gus suggests that the Official/GusBuster check with the HeadBuster or a Macker Staff member regarding ejection of a player from a tournament.)

3. Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.

SCHEDULING

1. "One Hour Rule" – Any game(s) that begins more than one hour after the original scheduled time, the game winning scores will be reduced by five (5) points, until a time where games begin within one hour of the scheduled start time. The rule will be applied on a court by court basis. The HeadBuster or Gus Macker Staff will have the authority to implement its use. (This rule will be utilized under certain circumstances, due to slow play).

SCORING

1. A field goal is worth 1 point.
2. A successful goal from behind a designated line (approx. 19' 9") is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. The following scoring rules apply for the Adult Division:
 - A. Winner Bracket Games - 15 points win by 2, up to a maximum of 20 points. (example: 15-13, 18-16, 20-19).
 - B. Loser Bracket Games - 15 points win by 2, up to a maximum of 20 points.
 - C. Toilet Bowl Games - 15 points straight-out, (i.e. no "win by 2").
4. All games will have a 25-minute time limit. The Official starting time will be recorded by the Official/GusBuster on the scoresheet. The "official time" will be under the jurisdiction of the Official/GusBuster. (The Official Time will be stopped only during timeouts – regular and/or injury.)
5. The team leading at the end of the 25-minute time limit will be declared the winner.
6. If the game is tied after 25 minutes of play and no team has reached the required number of points to win the game, the Official/GusBuster will flip a coin to determine team possession. The first team to score will win the game.

FOULS AND VIOLATIONS

Note: Technical Fouls are the only fouls that will result in free throws before seven (7) team fouls have been committed.

1. The players participating will call all fouls and violations. The player fouled is responsible for making the call.
2. In the case of an obvious miscall, the GusBuster may change the call at his/her discretion.
3. Shooting fouls will be handled in the following manner (**on and after the 7th team foul**):
 - A. When the basket is made – count the basket and whether the ensuing free throw is made or missed, possession goes to the defensive team.
 - B. When the basket is missed – if the free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.

NOTE: One (1) free-throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.

4. Non-shooting fouls – on and after the 7th team foul – will be handled in the following manner:
 - A. If the free throw is made, possession goes to the defensive team.
 - B. If the free throw is missed, the offensive team retains possession.
5. All free throws are dead balls.
6. FREE THROW OPTION: in any free throw situations (including technical fouls), the designated shooter may at his or her option

choose to shoot from the free-throw line for one (1) point, OR from behind the 2 point line for 2 points. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt. If the 2 point shot is chosen, the non-shooting team will be awarded the ball regardless of whether the shot is successful or not (Exception: Technical Fouls).

7. All technical fouls will be counted as a team foul.

TECHNICAL FOULS - PLAYER MISCONDUCT, FLAGRANT AND INTENTIONAL FOULS

1. **DEFINITION:** The Official/GusBuster may assess a **Technical Foul** for any misconduct, flagrant, or intentional fouls committed by a player(s). This may include:

- A Contact Foul intended to hurt an opponent, fan or Official/GusBuster
- Vulgar or verbally abusive behavior
- Other misconduct deemed inappropriate by the Official/GusBuster (e.g. intentionally kicking the ball, etc.) or
- A contact foul designed to neutralize an opponent's obvious advantageous position.

2. **PENALTY:** A choice between two (2) Free Throws from the Free Throw Line (15-ft.) for one (1) point each, OR two (2) shots from behind the 2 point line for 2 points each will be awarded to the offended team. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt.

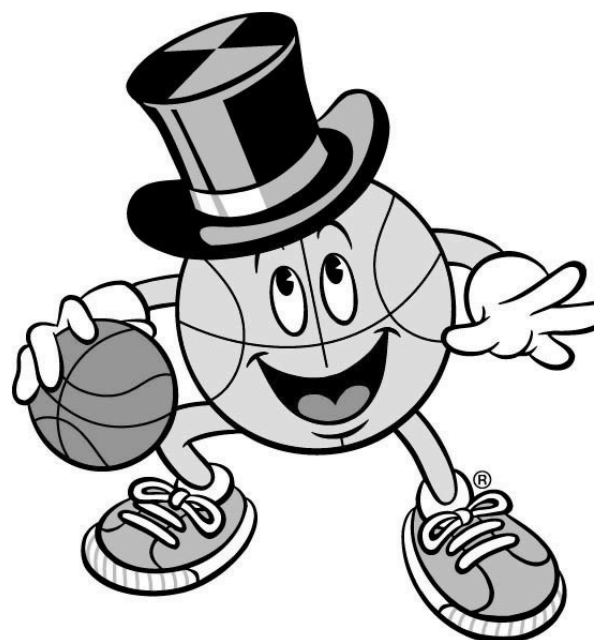
- The Team Captain may designate the player to shoot.
- The Offended Team will retain possession of the ball whether the shots are made or missed.

Any player committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her teams' next game.

3. **Fighting and/or 'Throwing a Punch'** automatically results in a Technical Foul assessed against the players(s) involved. Free Throws will be awarded as described above and will result in immediate dismissal of the player(s) from the tournament.

4. A Technical Foul will be counted as a Team Foul.
5. Continuous misconduct, intentional and/or flagrant fouling by a team or player may result in dismissal from the game or tournament at the discretion of the Official/GusBuster or other Tournament Official.
6. Any player ejected from a Gus Macker Tournament for misconduct, intentional and/or flagrant fouling, fighting or throwing a punch, will be automatically banned from participation in future Gus Macker Tournaments for a period of one (1) year.

7. **NEW! Misconduct by a player and/or team while playing in their final game of the tournament or after already being eliminated from competition in the tournament, and/or while acting as a 'spectator' at another game(s), may jeopardize that player and/or team from further participation in that tournament and/or future Macker Tournaments, at the discretion of tournament officials.**



JUNIOR RULES

OFFICIAL/GUSBUSTER DUTIES

1. The Official/GusBuster will call all fouls and violations.
2. One (1) Official/GusBuster assigned per court.
3. The Official/GusBuster has absolute authority to control play on his or her court, including the right to 'sit' a player for a period of time, eject a player(s) from a game or games, and/or eject a player(s) from the tournament. Higher authority cannot change the judgment decisions of the Official/GusBuster. Only questions concerning rule interpretation are appealable.
(NOTE: Even though it is not required, Gus suggests that the Official/GusBuster check with the HeadBuster or a Macker Staff member regarding ejection of a player from a tournament.)
4. Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.

SCHEDULING

1. As a general rule, in the Junior Divisions (approximately 18 years of age and below) teams are placed into male and female divisions according to pre-established age categories, as follows:
10 & under 11-12 13-14 15-16 17-18
- Any co-ed teams registered to play will automatically be scheduled in a male division based on criteria listed above.
- The age of the players is determined as of the particular tournament dates.
 - To ensure proper placement of team, all four (4) players must fit within the established age category. If a player does not meet the age requirement, your team will be placed into the category of the oldest player.
- SPECIAL NOTE:** Every effort will be made to place teams into these age categories. Gus Macker will change or combine age categories only when not enough teams have entered to complete an age division. In a few instances, Gus Macker may have to create co-ed within these age categories.

TIME LIMIT/SCORING

1. A field goal is worth 1 point.
2. A successful goal from behind a designated line (approx. 16' 9") is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. The following scoring rules apply for the Junior Division:
 - A. Winner Bracket Games-15 points win by 2, up to a maximum of 20 points. (example: 15-13, 18-16, 20-19).
 - B. Loser Bracket Games-15 points win by 2, up to a maximum of 20 points. (example: 15-13, 18-16, 20-19).
 - C. Toilet Bowl Games-15 points straight-out.
4. All games will have a 25-minute time limit. The official starting time will be recorded by the Official/GusBuster on the score sheet. The official time will be under the jurisdiction of the Official/GusBuster. (The "official time" will be stopped only during timeouts-regular and/or injury.)
5. The team leading at the end of the 25-minute time limit will be declared the winner.
6. If the game is tied after 25 minutes of play and no team has reached the required number of points to win the game, the Official/GusBuster will flip a coin to determine team possession. The first team to score will win the game.

FOULS AND FREE THROWS

1. **NEW!** All shooting fouls will be handled in the following manner:
 - A. When the basket is made – count the basket and whether the ensuing free throw is made or missed, possession goes to the defensive team.
 - B. When the basket is missed – if the free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.

- NOTE: One (1) free-throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.
2. Non-shooting fouls – on and after the 7th team foul – will be handled in the following manner:
 - A. If the free throw is made, possession goes to the defensive team.
 - B. If the free throw is missed, the offensive team retains possession.
 3. All free throws are dead balls.
 4. **FREE THROW OPTION:** in any free throw situations (including technical fouls), the designated shooter may at his or her option choose to shoot from the free-throw line for one (1) point, **OR** from behind the 2 point line for 2 points. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt. If the 2 point shot is chosen, the non-shooting team will be awarded the ball regardless of whether the shot is successful or not (Exception: Technical Fouls).
 5. All technical fouls will be counted as a team foul.

TECHNICAL FOULS – PLAYER MISCONDUCT, FLAGRANT AND INTENTIONAL FOULS

1. **DEFINITION:** The Official/GusBuster may assess a Technical Foul for any misconduct, flagrant, or intentional fouls committed by a player(s). This may include:

- A Contact Foul intended to hurt an opponent, fan or Official/GusBuster
- Vulgar or verbally abusive behavior
- Other misconduct deemed inappropriate by the Official/GusBuster (e.g. intentionally kicking the ball, etc.) or
- A contact foul designed to neutralize an opponent's obvious advantageous position.

2. **PENALTY:** A choice between two (2) Free Throws from the Free Throw Line (15-ft.) for one (1) point each, OR two (2) shots from behind the 2 point line for 2 points each will be awarded to the offended team. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt.

- The Team Captain may designate the player to shoot.
- The Offended Team will retain possession of the ball whether the shots are made or missed.

Any player committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her teams' next game.

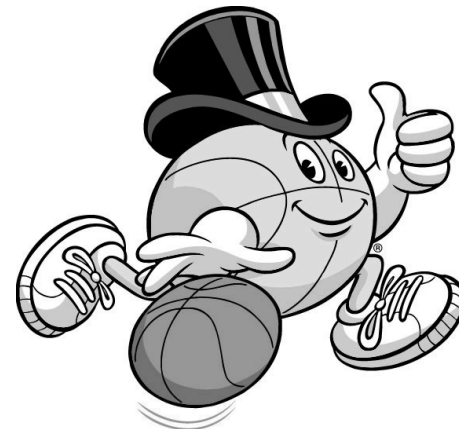
3. **Fighting and/or 'Throwing a Punch'** automatically results in a Technical Foul assessed against the players(s) involved. Free Throws will be awarded as described above and will result in immediate dismissal of the player(s) from the tournament.

4. A Technical Foul will be counted as a Team Foul.

5. Continuous misconduct, intentional and or flagrant fouling by a team or player may result in dismissal from the game or tournament at the discretion of the Official/GusBuster or other Tournament Official.

6. Any player ejected from a Gus Macker Tournament for misconduct, intentional and/or flagrant fouling, fighting or throwing a punch, will be automatically banned from participation in future Gus Macker Tournaments for a period of one (1) year.

7. **NEW! Misconduct by a player and/or team while playing in their final game of the tournament or after already being eliminated from competition in the tournament, and/or while acting as a 'spectator' at another game(s), may jeopardize that player and/or team from further participation in that tournament and/or future Macker Tournaments, at the discretion of tournament officials.**



NEIGHBORHOOD RULES

ALL COURTS

(Use only if ALL games – Junior and Adult – are being called by the GusBuster)

OFFICIAL/GUSBUSTER DUTIES

1. The Official/GusBuster will call all fouls and violations.
2. One (1) Official/GusBuster assigned per court.
3. The Official/GusBuster has absolute authority to control play on his or her court, including the right to 'sit' a player for a period of time, eject a player(s) from a game or games, and/or eject a player(s) from the tournament. Higher authority cannot change the judgment decisions of the Official/GusBuster. Only questions concerning rule interpretation are appealable. (NOTE: Even though it is not required, Gus suggests that the Official/GusBuster check with the HeadBuster or a Macker Staff member regarding ejection of a player from a tournament.)
4. Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.

SCHEDULING

As a general rule, in the Junior Divisions (approximately 18 years of age and below) teams are placed into male and female divisions according to pre-established age categories, as follows:

10 & under 11-12 13-14 15-16 17-18

Any co-ed teams registered to play will automatically be scheduled in a male division based on criteria listed above.

- The age of the players is determined as of the particular tournament dates.
- To ensure proper placement of team, all four (4) players must fit within the established age category. If a player does not meet the age requirement, your team will be placed into the category of the oldest player.

30 AND OVER DIVISION

Teams will be placed into pre-established age bracket as follows:

30-34 35-39 40 and over

- To ensure proper placement of your team, please make sure that all four (4) players fit the established age category.
- If a player does not meet the age requirement, your team will be placed into the category of your youngest player.

AGE DIVISIONS SPECIAL NOTE: Every effort will be made to place teams into these age categories. Gus Macker will change or combine age categories only when not enough teams have entered to complete an age division. In a few instances, Gus Macker may have to create co-ed within these age categories.

TIME LIMIT/SCORING

1. A field goal is worth 1 point.
2. A successful goal from behind a designated line (approximately 16' 9") is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. The following scoring rules apply for the Neighborhood:
 - A. **Winner Bracket Games** -15 points win by 2, up to a maximum of 20 points. (example: 15-13, 18-16, 20-19).
 - B. **Loser Bracket Games** -15 points win by 2, up to a maximum of 20 points. (example: 15-13, 18-16, 20-19).
 - C. **Toilet Bowl Games** - 15 points straight-out.
4. All games (Adult & Junior) will have a 25-minute time limit. The official starting time will be recorded by the Official/GusBuster on the score sheet. The official time will be under the jurisdiction of the Official/GusBuster. (The "clock" will be stopped only during timeouts – regular and/or injury.)
5. The team leading at the end of 25 minutes will be declared the winner.
6. If the game is tied after 25 minutes of play and no team has reached the required number of points to win the game, the Official/ GusBuster will flip a coin to determine team possession. The first team to score will win the game.

FOULS AND FREE THROWS

1. **NEW!** All shooting fouls will be handled in the following manner:
 - A. When the basket is made - count the basket and whether the ensuing free throw is made or missed, possession goes to the defensive team.
 - B. When the basket is missed - if the free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.

NOTE: One (1) free-throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.
2. Non-shooting fouls - on and after the 7th team foul - will be handled in the following manner:
 - A. If the free-throw is made – possession goes to the defensive team.
 - B. If the free-throw is missed – the offensive team retains possession.
3. All free throws are dead balls.
4. **FREE THROW OPTION:** in any free throw situations, (including technical fouls), the designated shooter may at his or her option choose to shoot from the free-throw line for one (1) point, OR from behind the 2 point line for 2 points. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt. If the 2 point shot is chosen, the non-shooting team will be awarded the ball regardless of whether the shot is successful or not. (Exception: Technical Fouls).
5. All technical fouls will be counted as a team foul.

TECHNICAL FOULS – PLAYER MISCONDUCT, FLAGRANT AND INTENTIONAL FOULS

1. **DEFINITION:** The Official/GusBuster may assess a Technical Foul for any misconduct, flagrant, or intentional fouls committed by a player(s). This may include:
 - A Contact Foul intended to hurt an opponent, fan or Official/GusBuster
 - Vulgar or verbally abusive behavior
 - Other misconduct deemed inappropriate by the Official/GusBuster (e.g. intentionally kicking the ball, etc.) or
 - A contact foul designed to neutralize an opponent's obvious advantageous position.
2. **PENALTY:** A choice between two (2) Free Throws from the Free Throw Line (15-ft.) for one (1) point each, OR two (2) shots from behind the 2 point line for 2 points each will be awarded to the offended team. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt.
 - The Team Captain may designate the player to shoot.
 - The Offended Team will retain possession of the ball whether the shots are made or missed.

Any player committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her teams' next game.
3. **Fighting and/or 'Throwing a Punch'** automatically results in a Technical Foul assessed against the players(s) involved. Free Throws will be awarded as described above and will result in immediate dismissal of the player(s) from the tournament.
4. A Technical Foul will be counted as a Team Foul.
5. Continuous misconduct, intentional and or flagrant fouling by a team or player may result in dismissal from the game or tournament at the discretion of the Official/GusBuster or other Tournament Official.
6. Any player ejected from a Gus Macker Tournament for misconduct, intentional and/or flagrant fouling, fighting or throwing a punch, will be automatically banned from participation in future Gus Macker Tournaments for a period of one (1) year.
7. **NEW! Misconduct by a player and/or team while playing in their final game of the tournament or after already being eliminated from competition in the tournament, and/or while acting as a 'spectator' at another game(s), may jeopardize that player and/or team from further participation in that tournament and/or future Macker Tournaments, at the discretion of tournament officials.**