



Eastercup Tournament Rules

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1 Categories and permission to play

The permission to play in the Eastercup tournament is restricted to the age of the players while in certain categories players will be underplayed by gender restriction so as to ensure a fair sporting competition.

U10 Mix -> only players born 2014 or later are allowed to play, no gender restriction

U11 Mix -> only players born 2013 or later are allowed to play, no gender restriction

U12 Mix -> only players born 2012 or later are allowed to play, no gender restriction

Girls -> Girls

Boys -> Boys (female players may play in boys categories with an authorization by the Eastercup Office)

U13 -> only players born 2011 or later are allowed to play

U14 -> only players born 2011 or later are allowed to play

U15 -> only players born 2011 or later are allowed to play

U16 -> only players born 2011 or later are allowed to play

U17 -> only players born 2011 or later are allowed to play

U18 -> only players born 2011 or later are allowed to play

U20 -> only players born 2011 or later are allowed to play

U22 -> only players born 2011 or later are allowed to play

Men -> no age limit

Ladies -> no age limit

Mixed -> no age limit, one female player has to be on the court at all times

Wheelchair -> no age restriction, no gender restriction



Players are allowed to play in different categories, but only in one team per category. For example: A player may play in BU18, BU20 and Mix. A player may not play for Team Club A and Team Club B in BU18. A player may not play for Team 1 of Club A and Team 2 of Club A in BU18.

Every player needs an identity card or a passport for the identification. The Eastercup Office Team will control every player of some specific teams during the tournament.

The Eastercup Office Jury can apply a penalty for disobeying the rules above. The penalty can range from the lose of a game to a disqualification of the whole team.

2 General rules of the Games

Games in the Eastercup tournament are played according to FIBA rules, except for the following changes.

Games in the wheelchair category are played according to the Official IWBF Wheelchair Rules, except for the following exceptions.

2.1 Game Time, time-outs, breaks

All 5 on 5 Categories play 4 x 8 minutes running time. Only in the last two minutes of the fourth quarter and in the last minute of each overtime (not during sudden death mode) the clock will be stopped by a call of the referee and if a team scores. The clock will be stopped during a time-out as well. Throughout the game referees are also allowed to stop the clock for duly substantiated good reasons (for example fire alert).

The clock will be restarted when the ball is touched by a player on court except if the game is resumed with free-throws. During running time, the clock will be started, when the shooter gets



the ball at the free throw line, while during stop time, the clock will be started, when the ball is touched by a player on the court after the last/missed free-throw.

There is a 3-minute halftime break between the second and the third quarter. Between the first and the second quarter is a 1-minute break as well as between the third and the fourth quarter.

Each team is given 3 time-outs. 1 in the first half and 2 in the second half. The time-out from the first half may not be transferred to the second half. In the case of overtime, no time-outs are given.

To keep the tournament's schedule as planned it is important that there are no delays. Therefore, the referees and the table officials must make sure that the players start to go back onto the court at least 15 seconds before the end of timeouts and before the end of quarter/halftime breaks.

2.2 Sudden-Death, overtime

If the score is tied at the end of the fourth period, the game shall continue:

- in the group-phase with a Sudden-Death (The game will be restarted by the referees with a jump ball and the team that scores first at least 1 point after the restart wins the game)
- in the playoffs/playdowns/finals there will be as many overtimes as necessary to break the tie, each overtime will have a duration of 2 minutes.

2.3 Substitutions

Substitutions are allowed on the fly, but only during a dead ball situation. The referee will neither call for a substitution nor hold the ball during substitutions. The replaced player has to



leave the field at a spot between the table and the bench area before the new player is allowed to enter at the same spot.

Penalty for incorrect substitution: First time the referees give an official warning, second time they are allowed to call a "B"-technical foul ("B"-technical fouls for incorrect substitution may not cause a game-disqualification of the coach).

2.4 Fouls

A player who has committed 4 fouls has to leave the game.

A team graduates to collectives by the commission of the 6th foul of the team in that quarter.

Next (7th) defensive foul of the team leads to free throws.

Any disqualified player, team member or coach ("D"- or "F"-Foul) may not participate in the next game of the team. The Eastercup-Office jury may decide a longer game ban and even the exclusion from the tournament.

Referees have to report a disqualification to the Head of Referee & the Head of schedule in the Eastercup-Office immediately after the game. The team will get a message from the office if the Eastercup-Office Jury decides a higher sanction than a one game suspension.

2.5 Shot Clock

The shot clock is unobserved, but the referee can signal for 10 seconds left and then counts from seconds down to the shot-clock-violation call if a team, in the judgement of the referee, is deliberately delaying the game or if the ball does not touch the basket in fair time.



2.6 Team defense rules

In the categories U10 Mix, U11 Mix, U12 Mix, Girls U13, Boys U13 no kind of zone-defense or trap-defense is allowed.

For all categories: As long as a team is more than 25 points in the lead no kind of full-court-press- or trap-defense is allowed. Defense may start at the midline.

Penalty for illegal defense: First time the referees give an official warning, second time they are allowed to call a "B"-technical foul ("B"-technical foul for illegal defense may not lead to a game-disqualification of the coach).

2.7 Special rules only for U10 Mix, U11 Mix & U12 Mix

Games in the categories U10 Mix and U11 Mix will be played 4 on 4. U12 will be played 5 on 5.

The height of the baskets is 305 cm. The Free-throw distance is 1 meter shorter than the regular free throwline (the players can choose). According to Minibasket-Rules in Germany.

The categories U10 Mix, U11 Mix, U12 will be played without back-court-violation-rule and the time rules (3-, 5-, 8-, 24-seconds) will be observed by the referees only in situations where ignoring the time rule would lead to an unfair advantage.

2.8 Special rules only for the wheelchair category

Teams every time have to make sure to send only 14,5 points on the court. The points have to be noted on/besides the sheet before the game starts. Points are 1,0 - 4,5! At any time during a game, a team exceeds the 14,5-point limit, a technical foul will be charged to the coach and a correction in the line-up has to be made at the same time.



2.9 Special rules for Mixed & University-Competitions

Every time there have to be at least one female player per team playing on the court.

It is always a regular personal foul if a male player blocks a female player even without any body contact.

2.10 Uniform colors

If from the referees perspective both teams are playing in the same kit color, the first named team in the schedule is obliged to change their uniforms for that game.

2.11 Team list, no guaranteed time for warm-up

To avoid delays in the tournament process, coaches must enter their team line-up in the tournament software before check-in. Only the shirt number can be adjusted before the start of the game.

Due to the close-nit game schedule normally there is no time and space for warm-up on the court. If there is any space in the gyms alongside the courts for warm-up the teams are allowed to use it as long they make sure not to disturb the running game.



2.12 Ball size

For every court a game ball from Molten will be provided.

Categories U10 Mix – U12	play with ball size 5
Categories Girls U13 – Women	play with ball size 6
Categories Boys U13 – Boys U14	play with ball size 6
Categories Boys U15 – Men/WC	play with ball size 7
Categories 3x3	play with special FIBA3x3-Ball

Teams have to use/bring their own basketballs for warm-up.

2.13 Late arrival of a team on the court

Teams have to be ready to play on time. If a team has not appeared or is not ready to play 10 minutes after a game's scheduled starting time, the present and ready to play team wins 20-0.

If a team is not able to reach a game on time cause of a delay of a game they played before in another gym the opponent have to wait until the late team appears, but the late team has to inform the Eastercup-Office before the game's scheduled starting time about their delay. Without a timely message to the Eastercup-Office the late team also loses 20-0.

Teams which have not appeared on time to their games and have not provided the office with a reasonable excuse before the scheduled start of the game have to pay a forfeit of 75,00 €.

2.14 Protest

Fee for protesting is 50 €. Coach must sign a protest in between 5 minutes after the game on the scoresheet, inform the courtmanager about the protest and explain immediately (in



between 30 min) the reasons at/to the office. The Eastercup-Office Jury will decide about the protest. In case of rejection the protesting fee will not be disbursed.

2.15 Referees

The Eastercup tournament crew is proud to have a lot of talented referees from countries all over the world. Games will be normally whistled by three or two referees. In the U10 -12 categories and 3x3 competition it can happen that there is only one referee for a game.

The teaching of so-called life skills such as teamwork and respect for the opponent, the referees, the audience are main part of Eastercup-Philosophy. Therefore each team should play fair!



3 Game mode

3.1 Group games, playoffs, playdowns

The Eastercup tournament starts with group games (every team of the group plays against the other teams) and depending on the team ranking at the end of the group phase, teams will play in the playoffs or the playdowns. The group system normally shows 4 or 5 teams per group. First and second place of every group advance to the playoffs. Every other team qualifies for the playdowns. As the number of the registered teams per category and group may vary, so will the number of participants for the playdowns or playoffs.

If there are not enough registered teams in a category for two groups, we play only in one group and the two best placed teams after the group games play a final, the third and fourth team play a game for the bronze medal.

Please, have a look at the schedule before the start of the tournament to make sure which place your team needs to reach for qualifying to the playoffs or playdowns and if you still have any questions ask the Eastercup-Office.

3.2 Classification in group games

Teams shall be classified according to their win-loss record, namely 2 classification points for each game won, 0 classification point for each game lost and 0 classification point for a game lost by default or forfeit.

If 2 or more teams have the same win-loss record of all games in the group, the game(s) between these 2 or more teams shall decide on the classification. If these 2 or more teams



have the same win-loss record of the games between them, further criteria shall be applied in the following order:

- Higher game points difference of the games between them.
- Higher number of game points scored in the games between them.
- Higher game points difference of all games in the group.
- Higher number of game points scored in all games in the group.

If these criteria still cannot decide at the end of the group phase, a draw shall decide on the final classification. If at any level of these criteria one or more team(s) are already classified, the procedure above shall be repeated from the beginning for all the remaining teams not classified yet.



4 Duties of the teams / Table officials

Eastercup is a tournament organized by volunteers who have a lot of work during the first days of the tournament. Therefore every team has to work 3 or 4 times as table officials. The table officials shall be a scorer, a timekeeper and a streamer. The responsible teams will be announced through a schedule before the tournament on the Eastercup website. Every team will have to do their duties only on friday and saturday. Teams that miss their table officials job have to pay a penalty of 50 euros. The team deposit will be used to fund the penalty.

5 Jury

For the tournament a jury is assembled responsible for every kind of protests or disqualification.

The jury consists of the Head of Schedule, Head of Referees and an office representative. The decision of jury is definitive.

Protests have to be reported immediately or at least 30 Minutes after the game ended to the tournament office. The protesting team will have to pay a fee of 50€ for assembling the jury. If the protest is sustained, the protest charge is returned.

A disqualification during a game leads to a suspension of one game and can, after consultation with the affected player and referee, be upgraded by the jury to an exclusion from the tournament. This decision also is definitive.



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