

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
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 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 player(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.

