



# - OPEN RUN -

## Carson D.U.C.K.S Basketball

### RULES & REGULATIONS



## GENERAL RULES & OVERVIEW

**PURPOSE.** The purpose of THE D.U.C.K.S RUNS is to create a **safe, positive, and competitive** basketball environment where players can compete and work on their game.

This document includes the Rules of Play and Code of Conduct ALL in attendance must follow in order to maintain this environment. By attending and/or playing you agree to have read, understood, and abide by these p

### **PARTICIPATION.**

For each Open Run, ALL participants (players & observers) must **RSVP & PAY THE FEE (online)** to **ATTEND** or **PLAY**. You will be required to show your RSVP email confirmation for entry.

**WHO CAN PLAY.** The Open Runs are for players in:

- Middle School (7-8th)
- High School (9th-12th)
- Adults (18+)

### **ADMISSION.**

\$10 - Player (before 6pm)

\$15 - Player (after 6pm)

\$5 - Observer/Fan

**NUMBER OF PLAYERS.** 5-on-5 games will be played. We will accept a Maximum of 30 players to minimize wait times.

- If we have less than 20 players, 4-on-4 and 3-on-3 games will be played, as needed

### **PLAYERS & TEAM SELECTIONS**

Players will be grouped into Team upon entry. Teams will remain the same for the duration of that day of open run.

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## GAMEPLAY

- **CLOCK:** Games are **10 minutes (running clock)**, or the first team to 23 points (2's & 3's)
  - Clock stops the last 1-minute of the game (if the lead is 4 points or less).
  - Stops on deadballs, out of bounds, free throws, made baskets, and injuries
  - If the lead is 5 or more points, the running clock continues; if lead is reduced to 4 points or less, then a stop clock will resume.
- **OVERTIME:** 1 minute for the first. Sudden death for the second (the first team to score).
  - All overtimes begin with a jump ball
- **No Shot Clock**
- **Winning Teams** stay on and continue to play teams until they lose; then it's the next team up.

- **Post Game Break/Warm-Up (2mins):** There will be a 2min break between each game (this is the warm-up time for the next team and the break time for the winning one)
- **Team of the Week (ToTW):**  
The team with the Best record at the end of the day is the ToTW and will:
  - Take a team picture on the court
  - Take a team picture at step & repeat
  - Posted & tagged on on Social Media

## BEHAVIOR/CODE OF CONDUCT (also known as ‘THE HOUSE RULES’)

**GENERAL.** The following rules are to ensure the safety (mental, physical, and emotional), integrity, and continuation of future Open Runs. These rules are non-negotiable and are grounds for dismissal from the open run as well as future open runs and events.

**BOUNDARIES.** Players and guests are ONLY allowed on our rental side and in the hallway near the restrooms. We are not allowed to shoot on the courts on the other side nor interfere with other teams or organizations renting other parts of the facility

### RESPECT FOR PEOPLE.

Participants must maintain respect for people which include language, tone, etc during their time at the gym. Foul language or disrespectful

### RESPECT FOR PROPERTY

Everything in the facility is owned by Carson D.U.C.K.S, Quarts Sports Facility, or is the person property. If it is not your property or you do not have permission to use it, please leave it alone. If you do have permission and accidentally break it, please notify a volunteer or the director immediately.

- Bathrooms | “Cleanliness is next to Godliness”
- No Food in Gyms
- Cleanup after yourself

**NO SUBSTANCES** allowed (i.e. alcohol, marijuana, etc.)

### NO PARTICIPANT SHALL:

- Express any derogatory, discriminatory or unwelcome comments based on or in reference to race, sex, religion, national origin, disability, age, sexual orientation, or gender identity.
- Engage in any physical or verbal sexual harassment. Sexual harassment is unwanted, unacceptable, inappropriate or offensive behavior of a sexual nature that affects the dignity of another player and creates an intimidating, hostile, unstable or offensive play environment.
- Lay hand upon, push, shove, strike or threaten any official, employee, participant or spectator.
- Endanger the safety of any official, employee, participant or spectator.
- Refuse to abide by a decision made by the commissioner(s), community or majority on the court.
- Verbally or physically abuse any official for any decision or judgment.
- Verbally or physically abuse any participant.
- Engage in overly physical play or use unnecessary rough tactics against another participant.
- Display a lack of respect or care for facilities.

*Please note, that due to the physical nature of D.U.C.K.S Runs, your participation could involve risk of bodily injury, or other risks associated with these activities, and you assume full responsibility for such, including related medical costs and those risks. You play at your own risk. By playing you agree you have your own insurance to cover you in case of injury.*