

## **Basketball Rules**

### **I. BACKGROUND**

Up to as many Squadron Teams (each, a “Team”) shall have the opportunity to participate in the Tournament (Rounds 1-5). Squadron Teams that win their quarterfinal game will advance to the Semifinals through Championship Game (Rounds 5); however, the number of Squadron Teams that will compete is in TBT POC’s sole discretion. TBT POC may elect to include fewer or more than twenty-four (24) Squadron Teams in the Tournament.

### **II. ROLES**

Each Team shall be initially composed of “Participants.” A “Participant” is defined as a person designated in a roster submitted by a Squadron Team. A Participant may be a “Player,” a “Coach,” a “GM” or other roles.

a. Player – A Player is someone who is on a Team’s roster of individuals available to play in the basketball games in the Tournament.

b. GM – There must be one GM per Team. The GM is the individual who registers a Team with the TBT POC and who oversees all aspects of the Team, including, without limitation, recruiting Players, communicating with TBT POC, managing the roster, and otherwise handling the team’s application to play and participation in the Tournament.

c. Coach – A Team may have one or more Coaches, or may elect not to have a Coach.

A GM may also be a Player; however, he or she will count towards one of the permissible roster spots designated for Players.

a. A GM or Coach WILL NOT BE PERMITTED TO SWITCH ROLES TO A PLAYER AFTER THE ROSTER DEADLINE at (Date/Time) 5 days before the tournament is to be played.

A Coach or others may be added to a Team’s roster at any point before or during the Tournament as long as that Coach or Other registers and submits to any and all other forms of registration.

If a Team has a Participant who does not fit one of the above roles, but whom the Team wants on its roster, please email [cedric.miller.2@us.af.mil](mailto:cedric.miller.2@us.af.mil) to request TBT POC’s authorization.

TBT POC may disqualify any person from being a Participant in the Tournament if TBT POC believes that such person’s participation is or may become harmful to or interfere with the integrity of the competition, competition, production and/or telecast or livestream of the Tournament.

PRIOR TO COMMENCEMENT OF PLAY EACH PARTICIPANT MUST REVIEW AND ACCEPT IN WRITING TBT POC'S PARTICIPATION AGREEMENT (THE "PARTICIPATION AGREEMENT"), WHICH IS ALSO A REQUIREMENT FOR COMPLETION OF THE PARTICIPANT'S APPLICATION.

### III. TEAM ROSTERS

To be eligible to compete in the Tournament, a Team's roster shall consist of at least seven (7) Players by (Date/Time).

a. A Team may add, but not subtract, up to six (6) additional Players, for a maximum of fifteen (15) Players after (Date/Time) and before (Date/Time) (i.e. 5 days before the start of the tournament).

### V. PARTICIPANT DISCLOSURES

Any Participant who has been arrested, charged with or convicted of a violent felony, in each case that has resulted in any term of imprisonment or any form of incarceration within the last seven (7) years (i.e., since April 2017), or who is identified on the Specially Designated Nationals and Blocked Persons Lists (the "SDN List") issued by the U.S. Treasury Department's Office of Foreign Assets Control (including if such identification first occurs during the Tournament) may, in TBT POC's sole discretion, not be eligible to participate (or continue to participate) in the Tournament and, if so barred from participation, shall not be eligible. TBT POC may also exclude from participation in the Tournament any individual who has been convicted of, or found liable for, any form of sexual offense, irrespective of whether a conviction led to imprisonment or any form of incarceration or has any other criminal history. Failure to disclose a history of criminal convictions, arrests or charges or identification on the SDN List may result in a Participant's immediate disqualification from the Tournament and may also result in the disqualification of the Participant's entire Team. A Participant with any history of such criminal convictions, arrests or charges specified above, or any knowledge that he or she is identified on the SDN List must notify TBT POC of such history or identification by sending an email to [cedric.miller.2@us.af.mil](mailto:cedric.miller.2@us.af.mil) not later than (Date/Time). Such emails must include date of offense, location of offense, arrest and/or conviction, and disposition of the case, as applicable. If Participant has not provided TBT POC with any such information by such date/time, TBT POC shall assume that such Participant has represented that he or she has no criminal history and is not identified on the SDN List. In addition to the foregoing disclosure, TBT POC shall have the right, in its sole discretion, to perform a formal background check in connection with any matters concerning Participant's background, as well as check Participant against the SDN List, and TBT POC shall have the right to use

such results to assess whether Participant may participate or continue to participate in the Tournament. Participant may be asked to provide all applicable information required of him/her in order for TBT POC to complete such formal background check and/or check of the SDN List, and Participant's failure to do so may be grounds for disqualification from the Tournament.

## VI. APPLICATION TO AND QUALIFICATION FOR THE TOURNAMENT

In order to start the application process, an individual who wishes to be a Player on a Team must complete all basic information requested by TBT POC (collectively, a "Profile"), including, without limitation, biographical data, playing history (with position), height, weight and all other information about such individual.

a. If an admitted Team adds a Player(s) to its roster after (Date/Time), that Player or those Players must complete all other forms of registration required by TBT POC, including, but not limited to medical records, if TBT POC requests, as described herein.

b. Participants must show their current valid and unexpired picture identification (current passport, driver's license or state or military identification card) acceptable to the TBT POC.

d. PARTICIPANTS ARE RESPONSIBLE FOR OBTAINING ANY AND ALL LICENSES AND/OR REGISTRATIONS.

e. TBT POC is not obligated to assist, advise, or perform any duties or provide any help in any form for any Participant.

The application process will be open during the period from (Date/Time) until (Date/Time). Each applicant must provide all information requested of him or her by TBT POC. TBT POC shall own all right, title and interest in and to all of the materials that an applicant submits, enters. Any person who fails to register with TBT POC and to satisfactorily complete any and all required forms and registrations (as determined by the TBT POC) before (Date/Time) or otherwise fails to provide all information requested of him or her by the TBT POC from time-to time, may, in the TBT POC's sole discretion, not be permitted to participate in the Tournament. The TBT POC retains the right to accelerate the admission process for any Team by admitting for entry into the Tournament any Team and its Participants at a date and time prior to or following (Date/Time).

The 56 FW units are solely responsible for assembling and obtaining Players for a Team roster from those individuals who apply to play in the Tournament described by TBT POC. To be eligible to play in the Tournament, a Squadron Team will be required to designate its Squadron/Unit and have an eligible roster maximum seven (7) players prior to (Date/Time), pursuant to the Rules described above. An individual may only be a Participant of one

Team. PLAYERS ON SQUADRON TEAMS THAT DO NOT GAIN ADMISSION TO THE TOURNAMENT WILL BE PERMITTED TO JOIN A TEAM THAT HAS GAINED ADMISSION PURSUANT TO THE RULES ABOVE. A GM may withdraw his or her offer to an individual selected to join a Team at any time prior to (Date/Time) and a Player may withdraw his or her acceptance to join a Team at any time prior to (Date/Time).

a. Except in TBT POC's sole discretion, no Participant will be permitted to play, coach, or otherwise participate in the Tournament on behalf of a Team unless he or she has completed all registration requirements specified herein.

b. Squadron Teams may add to his/her Team's roster maximum seven (7) players, as provided herein; however, a GM may not reduce his/her roster after (Date/Time) , but Players may not be "cut" or eliminated, subject to the conduct and appearance requirements as outlined herein and in the Participation Agreement.

Team Eligibility. Throughout the application process and immediately following (Time/Date), TBT POC will review each Squadron's Team who are eligible to participate in the Tournament.

Team Selection. After determining which Squadron Teams will participate in the Tournament, whether a Team makes the final cut to be in the Tournament is in TBT POC's sole discretion. As a guide to applicants, in making such determinations, TBT POC will consider, among other factors, the following: (i) the content and completeness of the applications of each of the Team's Participants; (ii) the Team's satisfactory completion of the registration process; and (iv) other criteria that TBT POC deems important to the integrity and competition of the Tournament, including certain criteria that TBT POC will publish and make available to applicants.

## VII. COMPETING IN THE TOURNAMENT

Games in the Tournament will commence on (Date), 2025. TBT POC shall determine the time that each Team will play during the tournament; following such determination, all times are locked and may not be changed other than by TBT POC. Each Team must wear proper attire and may not wear any provocative/obscene attire. Once a Team loses a game it will automatically be eliminated from the Tournament and no longer be eligible to play. A Team will go on to the second round if it wins in the first round, and may thereafter advance in the Tournament only if it wins its game in each successive round.

The TBT POC retains the right to disqualify any Team or Participant at any point in the Tournament for any reason if the TBT POC believes that the participation of such Team or Participant is or may become harmful to or interfere with the integrity and competition of the Tournament, including without limitation to enforce the rules of the Tournament,

promote the entertainment value of the event and to maintain the reputation of the Tournament and avoid any impropriety or even the appearance of impropriety.

If a Team is disqualified from the Tournament, is not present for any game in which it is scheduled to play or if a Team determines that it is unable to compete in the Tournament, the TBT POC shall have the right to select a replacement Team from among the pool of previously eliminated Squadron Teams. If a Team is disqualified from the Tournament during play, all results from its previous victories stand and cannot be challenged or changed. TBT POC retains the right and authority to replace a disqualified team with another team (including for the final game).

If at any time a Participant feels he or she is unable to participate in the Tournament for health or other reasons, Participant may elect to drop out and not continue his/her participation in the Tournament, so long as such Participant gives reasonable advance notice to his/her Team and the TBT POC. If, at any time, a Participant fails to appear for any game in connection with the Tournament and the failure to appear is unexcused and unapproved by the Team, he/she will be disqualified. If a Participant is injured during competition and is unable to continue playing, his or her Team will be able to replace the Participant.

Following the end of the Tournament, the winning Team must be available for photo's provided by PA.

Each Participant further acknowledges that he/she has been provided with a reasonable period of time to review the foregoing Rules.

**EFFECT OF A TEAM'S FORFEIT.** If a Team is selected to compete in the Tournament and does not appear to compete, thereby forfeiting its game, the team shall automatically be removed from the tournament

**Game Rules for TBT 2025. The Basketball Tournament Rules & Guidelines:**

a. Timing – TBT will play two (2) five (5) minute quarters per game/stopped time with the last portion of the second (2) quarter being un-timed, as described below in Paragraph f.

ii. Pre-game/Warm-up time will be 5 minutes in length of the announced game-time, whichever is greater.

b. Team Time-outs – Each team will have three (3) 30 second timeouts and one (1) sixty (60) second timeout. Timeouts may be called by players or coaches.

d. Personal Fouls – A player will be disqualified after their 3rd personal foul.

f. End Game Rules – At the first stoppage at or under 5:00 of the 2nd quarter, the game clock stops and timed play ends. At this juncture, a target score shall be set, equal to the leading team's score.

h. Goaltending- A player cannot reach through the basket to play, or alter the flight of the ball. i. However, once the ball strikes the ring, any player can play the ball. Once the ball is in the basket, the offense can no longer violate.

ii. During the course of a game, any person who leaves the bench and steps onto the court of play will automatically be ejected from that game and subject to disciplinary action by TBT. If a person is determined to be in a fight/altercation during the game, he or she will be ejected from that game and subject to disciplinary action by TBT, including possible suspension or expulsion from the remainder of the tournament.

## **Cornhole Rules**

### **How to Play Cornhole**

#### **The Basic Rules of How to Play Cornhole**

Cornhole is played with two or four players attempting to toss cornhole bags into the hole on a cornhole board to score points.

#### **Objective**

Be the first team to reach (or exceed) a score of 21 points at the end of an inning of play.

#### **Cornhole Equipment**

- **Cornhole Boards:** Standard cornhole boards are 2-ft. x 4-ft. The hole is positioned 9-in. from the top of the board, with a 6-in diameter.
- **Cornhole Bags:** Each team has four cornhole bags of contrasting colors. Cornhole bags should be 6-in x 6-in. and weigh approximately 1 pound.

#### **Cornhole Board Distance**

**Cornhole board distance:** The cornhole boards are placed 27 feet apart from front edge to front edge.

- Kids, seniors, or physically impaired adults may want to move the board closer together, at 12-15 feet.

#### **Cornhole Rules**

- Cornhole is played with two teams, each consisting of one player (singles) or two players (doubles).
- Players pitch their bags in an underhand motion from the pitcher's box next to each side of the board.
- Players alternate turns tossing their cornhole bags toward the opposite board.
- After each team has pitched four bags, players take score, and resume pitching to the opposite board.

- The team who scored points in the previous inning goes first in the next inning. If it was tied, the team who went first in the last inning gets to go first again.

### **Cornhole Scoring**

- A cornhole bag that goes through the hole is worth 3 points.
- A cornhole bag that lands on the board and stays there is worth 1 point.
- A cornhole bag that lands on the ground or bounces onto the board is worth 0 points.
- **Points Calculation:** The team with the higher score in an inning earns the difference in points. For instance, if Team A scores 5 points and Team B scores 2 points in an inning, Team A earns 3 points for that inning.
- **First team to 21 win!**



## **Super Smash Bros Rules**

1. The tournament will be played in [Double Elimination format](#).
2. Teams are only eliminated if they lose to two different opponents.
3. Match length
4. Matches during the Single Elimination Playoffs will be played in First to Win 3 games
5. For game 1, players will alternate bans until one of the following stages is left to be played:

**Battlefield**

**Final Destination**

**Town & City**

**Pokémon Stadium 2**

**Smashville**

For the remainder of the games, the player who lost the previous game may pick any of the stages above or the following below:

**Kalos Pokémon League**

**Small Battlefield**

**Yoshi's Story**

2.4 Players may switch characters as long as they let the opponent know first.

2.5 Players may use Mii's, but must show their moveset prior to starting the game.

2.6 Match settings:

Style: Stock

Stock: 3

Time Limit: 7:00

FS Meter: Off

Spirits: Off

Damage Handicap: Off

Items: Off

First to: 1 Win

Stage Morph: Off

Stage Hazards: Off

Team Attack: Off

Launch Rate: 1.0x

Underdog Boost: Off

Pausing: On

Score Display: Off

% Show Damage: Yes

2.9 If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the match ends. When the timer hits 0:00, the Player with the higher stock count is the winner. If both Players are tied in stocks the Player with the lower percentage is the winner. In the event of a percentage tie, or a match in which both Players lose their last stock simultaneously, a 1 stock tiebreaker.

### Tournament Format: How Double Elimination Works

The double elimination format is very similar to the single elimination format, with a simple twist: like the name suggests, you have to lose twice before being eliminated instead of just once.

#### How it works

Double elimination is divided into two brackets: Winners / Upper bracket - teams that still haven't lost a single match Losers / Lower bracket - teams that have lost one match. Losing a match in the lower bracket will result in being eliminated from the tournament.



In the example above, all teams start in the upper bracket. The losers of games #1 and #2 will proceed to the lower bracket, and the loser of that game (#3) is eliminated from the event.

### Grand Finals

The grand finals of the event is held between the winner of the upper bracket VS the winner of the lower bracket - however, there is one detail to it.

Considering the team coming from the upper finals hasn't lost a match yet, typically, that team has an advantage. This could either be, for example, starting a best of 5 with a 1-0 score or simply something like choosing more maps, sides and starting drafts.

Some organizers also use what is known as "Bracket reset" (game #7 in the example), which is having the finals being played twice in case the team from the winners bracket loses the first match in order to keep the core of double elimination bracket - losing twice in order to be eliminated from the event.

This is determined by the tournament organizer hosting the event and may vary from genre to genre.

## **Flag Football Rules**

### **General Rules**

- 20 Minute Running clock
  - Clock stops on penalties
  - Clock stops on incomplete passes and out of bounds in the last 2 mins of half
- First downs will be every 20 yd line and every 40 yd line no matter what
- All turnovers (INTs) will start from where the defensive player's flag is pulled.
- On 4<sup>th</sup> down the Offensive Team can decide whether they want to punt or go for it.
  - There will be no actual punts. If an offensive team decides to punt then the opposing team will get the ball 30yds away from the spot or their 20 yd line (whichever is closest).
- 8v8
- 1 foot down counts as a catch (were not in the NFL).
- Shirts have to be tucked in.
- Once the ball is set 30 secs play clock starts.
- Must wear at least flags on each hip.
- All offensive players are eligible receivers except the center.
- Teams must have same color (or close to) shirts. If not they have to wear provided jerseys.
- 2 Timeouts per half
- Offense can use their hands to block. Defense can use their hands to defeat a block.
- No Flag Guarding (stiff arms, swatting hands away from the flag)
- No hurdling players (if they fall on the ground in front of you that is ok)
- No Blocking downfield. Once the ball is caught all other offensive players must stop moving.
- No running over players. Offensive players must try to go around defensive players.
- Defense can rush as many players as they want.
- Rushers must be at least 1 yd off the LOS. If you are within 1 yd, you cannot rush the QB.
- No Bull Rushing. Must make an attempt to go around the OL not through.
- DBs can use their hands to press a WR within 5 yd of the LOS.

### **Offensive Penalties**

- False Start – 5 yds
- Delay of Game – 5 yds

- Too Many Players on the Field – 5 yds
- Blocking Downfield – 10 yds (spot foul)
- Flag Guarding – 10 yds (spot foul)
- Holding – 10 yds (spot foul)
- Pass Interference – 10 yds
- Illegal use of Hands/Hands to the Face – 10 yds
- Intentional Grounding – 10 yds (Loss of Down)

### **Defensive Penalties**

- Defensive Holding (ball has not been thrown and the DB is holding the WR) – 5 yds/automatic 1<sup>st</sup> down
- Lined up in the neutral zone – 5 yds
- Illegal Rusher (lined up inside of 1 yd and rushed the QB) – 5 yds
- Too Many Players on the Field – 5 yds
- Bull Rush – 10 yds
- Illegal Use of Hands/Hands to the Face – 10 yds
- Pass Interference (ball has been thrown and DB is impeding a WR) – 10 yds/automatic 1<sup>st</sup> down.

### **Unsportsman Like Penalties**

- All unsportsman like penalties are 15 yds.
- If you get 2 in a game, you are out of that game.
  - The ref can throw a player on the first one if he/she deems necessary.
- If you get 4 throughout the day you are out of the tournament.

### **Overtime Rules**

- If a game is tied at the end of regulation, then that game goes into overtime.
- Each team gets a possession from the 20 and gets 4 downs to score.
  - if no one scores the team that gained the most yds is the winner.
  - If there is a double overtime each team get 3 downs.
  - If triple overtime each team gets 2 downs.
- No Timeouts in OT.
- No game clock just a play clock.

# **Softball Rules**

## **Scoring**

To score a run the batsman must successfully first hit the ball and make it around the bases without being given out. One run is scored for every batsmen they manage to get round. A run can be scored even if the batsmen who hit the ball doesn't make it round to home plate but manages to get a player that's already on one of the bases home.

## **Winning the Game**

The winners of the game will be decided after the 7 innings have all been completed. The team with most runs after 7 innings will be declared the winner. If after 7 innings the game is tied, then an extra innings will be played until a winner is found.

## **Rules of Softball**

- Each team consists of 9 players and teams can be of mixed gender
- A game lasts for 7 innings and is split into two sections; the top and bottom of the innings.
- Each team bats once in each innings before the sides switch.
- The fielding team has a pitcher, catcher, a player on first base, second base, third base, three deep fielders and short stop.
- A batter must successfully strike the ball and run around as many bases as possible. Once they get all the way around and back to home plate without being given out a run is scored.
- The fielding team can prevent the batsmen by making them miss the ball, catching the ball, tagging one of the bases before they reach it or tagging the batsmen whilst they are running with the ball in hand.
- Down the first and third base line is a foul area. Once the ball crosses this line before it bounces the ball is deemed 'dead' and play restarts with a new pitch.
- A home run can be scored by hitting the ball over the outfield and into a dead ball area. The batsmen can then stroll around the bases to score along with any additional batsmen on base

Blinds		
10	-	20
25	-	50
50	-	100
75	-	150
100	-	200
150	-	300
200	-	400
300	-	600
400	-	800
500	-	1000
600	-	1200
800	-	1600
1000	-	2000
1000 Chip Starting Stack 20 min levels = 3-4 hours		

Starting Chips				
		1000 in Chips Per Player		
Red	10			
Blue	25			
Green	100			
Black	500			
White	1000			

### **Spades Tournament Rules (Ace High)**

1. Teams will be composed of 2 players who will sit directly across from each other when playing.
2. Games will be to 400 points.
3. The Dealer will deal all cards. 13 to each player.
4. The tournament will be played in single elimination format
5. The tournament cap will be 16 teams
6. Definitions and Terminology:
  - Book - refers to taking or winning one hand
  - Bid - A player chooses the number of books that he/she will take.
  - Bags - Number of books a team takes over their total bid.  
(example: a team bids 5 books total, but wins 7+ result is 2 bags)
  - Set - When a team fails to win enough books to reach its total bid
  - Nill - If one player goes "nill", that player has looked at his/her cards and has decided that he/she will not take any books.
  - Blind Nill - If one player goes "blind", that player must declare this prior to looking at his/her cards. A player that goes "blind" is saying that he will not take any books. This player may exchange one card, face down, with his partner after all bids are in. The card can not be looked at until both cards are exchanged.
  - Reneging - when a player fails to play the suite of the led card and later throws that same suite. (example: Hearts are led, Player A throws a spade to win the book. Later, Player A throws a Heart. Player A has Reneged.

### **7. Scoring**

1 trick = 10 pts.

1 bag = 1 pt.

Successful Blind bid = 100 pts.

Failed Blind bid = -100 pts.

Successful Nil bid = 50 pts.

Failed Blind bid = -50 pts.

Reaching 10 bags = -100 pts.

Reneging = -50 pts.

Bidding and taking all 13 books = 200 pts.

Not reaching a team bid = Minus # of tricks bid X 10 pts.



8. No "table talk" or giving hints to a partner will be allowed.
9. All players must begin each game by throwing their lowest club card.
10. Players must follow the suite of the led card if they have a card of that suit. If a player does not have a card of that suit, they can choose to throw a spade or another suit.
11. A player can not lead with a spade until a spade has been played.
12. The Ace of Spades is the highest card in the deck.
13. A spade can "trump" or beat all other suits.
14. A misdeal can be called for the following:
  - Player was not dealt exactly 13 cards
  - Player does not have any spades
  - Player does not have any face cards (Ace, King, Queen, Jack)
15. Players must bid in order, starting with the player directly to the left of the dealer.
16. Dealer must offer the player to his/her right, the opportunity to cut the cards after they are shuffled.
17. The minimum total bid for a team is 4.
18. A card laid is a card played and cannot be picked up.