



## GENERAL RULES

Except as otherwise noted below, tournament games will be played under 2019 Boys National Federation Basketball High School rules.

Players must be in the stated division level grade or below unless approved by the tournament committee. Teams should follow their organization's standards, rules, and conduct; failure to do so may result in disqualification from participating in current and future tournaments. An adult over 21 years of age will be responsible for the conduct of the team and must be on the bench during the game.

No smoking or alcohol allowed inside the gymnasium or in and around the facility. No food or beverages allowed inside the gym.

The PLAYER-PARENT AGREEMENT (liability form) must be signed by the Player and Parent or Legal Guardian of each Player, and submitted by the team before the Player is allowed to play.

### 1. START OF GAME:

Games shall start promptly as scheduled. There is an automatic forfeit if a team does not arrive within 10 minutes after the scheduled start of the game. If tournament game schedule runs ahead of time, game times will begin as listed on the schedule unless otherwise agreed upon by both Coaches and Tournament Division Coordinator.

### 2. LENGTH OF GAMES:

All games will consist of 8 minute stop-time quarters (4 quarters) with 1-minute break between quarters and a 5-minute break at half-time. Warm-up and half-time may be shortened if game times are running behind.

If a team goes ahead by 25 points anytime during the fourth quarter, the game converts to running-time for the remainder of the game.

### 3. TIME OUTS:

Each team is allowed three (3) 1-minute time outs and two (2) 30-second time outs per game. One (1) additional 1-minute time-out per overtime period (includes sudden death overtime period). Carry-over of regulation game time outs (both 1-minute & 30 second) into overtime period is allowed.

### 4. OVERTIME:

If regulation game ends in a tie, one (1) overtime period consisting of 3-minutes (2-minutes run time and 1-minute stop time). Jump ball starts all overtime period(s). Second overtime period will be sudden death. (First team to score at least 2-points wins (maybe a 2-or 3-point shot or 2-free throws)).

**No sudden death in Championship game.** 3-minute overtime periods (2-minutes run time and 1-minute stop time). One team must be leading at the end of the overtime period to win.

### 5. TECHNICAL FOULS:

- All technical fouls will be at the discretion of the Referees with no warnings.
- When a technical foul is called, the opposing team shall automatically be awarded two (2) points and ball possession.
- UNSPORTSMANLIKE BEHAVIOR WILL NOT BE TOLERATED.**
  - A Player receiving a technical foul for taunting (trash talking to an opposing Player, Coach, Spectator, or Referee) shall be disqualified from playing the remainder of the half in which the taunting was committed, with a minimum of four (4) minutes on the bench. If the half is completed or the game is finished prior to the four (4) minute time period, the remaining time shall be carried over and served at the beginning of the next half of that game, or the next scheduled game.
  - Any Player/Coach receiving a second technical foul (any type of technical) will result in ejection from the game. Player/Coach must leave the gym premises and remain 100 feet from the gym.

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- Any Player/Coach receiving a second technical foul (any type of technical) will result in ejection from the game. Player/Coach must leave the gym premises and remain 100 feet from the gym.
- FIGHTING:** Fighting will result in automatic ejection and ban from further tournament play and attendance. A Player or Coach who is disqualified from a game for fighting must leave the gym premises and remain 100 feet from the gym. Compliance will be a team responsibility. Failure to comply will result in forfeiture of the game and exclusion from future tournament participation.

### 6. DECORUM:

All jersey tops shall be tucked-in except those specifically designed for outside wear. No sagging uniforms. No wearing of jewelry during games, (i.e. rings, earrings, pierced earrings, bracelets, necklaces, etc.). Violation (after one warning) incurs a

technical foul. Two points and possession of the ball is given to opposing team.

**Tournament Division Coordinator has complete on-site authority for all tournament situations, including rules interpretation.**

### 7. HOME TEAM

- Home team will be the team listed at the top of each bracket (or listed first). Exception: Barons will always be Home team.
- Home team selects bench, basket & ball and will wear white (or light colored) jerseys.

### 8. STANDINGS FOR A 6-TEAM, 5-TEAM, 4-TEAM or a 3-TEAM POOL DIVISION WILL BE DETERMINED BY:

- Best Won / Loss Record**
- Rules for a team tie breaker** (Only use in the event you have 2 or > teams with the same records of 1 win and 1 loss (1-1) :
  - Tiebreaker #1- Point Differential:** The difference between winner and loser score - plus (+) if winner and minus (-) if loser. There will be a maximum value of +/- 15, regardless of the final score. Therefore, there will be no tiebreaker advantage whether winning by 15 points or 50 points.
  - Tiebreaker #2 - If two teams have the same point differential:** In the event that point differential does not settle the tiebreaker, and two teams are still tied, the head-to-head result between remaining teams will determine the higher seeding.
  - Tiebreaker #3 - If three teams have the same point differential:** Total points scored in the two pool play games will be the 3rd tiebreaker.

*\*\* If this does not resolve the ties, a coin flip will be used to determine final seeding for Sunday's play.*

*\*\*\*Coordinators-Get contact information (cell #'s) for teams, if it looks like there is going to be a tie.*