

# SAN FRANCISCO ASSOCIATES INVITATIONAL BASKETBALL JAMBOREE RULES AND REGULATIONS

## PLAYER ELIGIBILITY:

- Team rosters are restricted to players who have participated for that team during league play.
- A Player-Parent Waiver Agreement Form must be signed and submitted prior to the start of the jamboree.
- Any protest regarding the eligibility of a player must be made before the start of the game. The Jamboree Committee shall decide the eligibility of the player in question. The committee's decision is final.

## GAME TIMES:

- Twenty (20) minute running halves for the D Division. The last two (2) minutes of the game will be stop time. **Exception:** If score differential is 15 points or more during the last two minutes of the 4<sup>th</sup> quarter, the clock will continue to run.
- Fifteen (15) minute running halves for the E Division.

## OVERTIME:

- Overtime period – sudden death. The team scoring the first point will be the winner.

## TIME-OUTS:

- Two (2) time-outs per half, one minute in length. No carry-over.
- In the event of overtime, each team will receive 1 additional one minute timeout.

## MERCY RULE:

- For the E Division, in the event a team is ahead by **10 pts. or more**, the coach must instruct his players to implement the following: **no fast breaks, no man-to-man defense, no half-court traps, pass 5 times before shooting, etc.**
- For the D Division, in the event a team is ahead by **15 pts. or more**, the coach must instruct his players to implement the following: **no fast breaks, no man-to-man defense, no pressing, no half-court traps, pass 5 times before shooting, shoot three pointers only, etc.**

# SAN FRANCISCO ASSOCIATES INVITATIONAL BASKETBALL JAMBOREE RULES AND REGULATIONS

## GENERAL GAME RULES:

- This jamboree shall be played under the High School Boys Basketball Rules & Regulations, except where otherwise noted below.
- No shot clock will be used.
- Any team not ready to play within ten (10) minutes of the scheduled time will forfeit the game.
- The home team will be the team listed to the left of the bracket. The visiting team will be the team listed to the right of the bracket and will have choice of basket.
- The E and D-Silver Divisions shall use the smaller size 28.5" basketball. The D-Gold Division shall use a regulation size ball.
- The E and D-Silver Divisions will allow the free-throw shooter to cross the free-throw line after the release of the ball. The D-Gold Division may not cross the free-throw line after the release of the ball.
- Backcourt press will not be allowed in the E and D-Silver Divisions though, once the ball passes mid-court, defensive pressure is permitted. Backcourt press is only allowed in the D-Gold Division.
- Minimum of one quarter playing time per game required for all players.
- Any protest regarding the game must be made within ten (10) minutes of the game's completion to the Jamboree Commissioner. The Jamboree Commissioner will act on all protests and his/her decision will be final.
- The Jamboree Committee, on rules and regulations of this tournament, has the power to act if any infraction occurs, and its ruling is to be accepted by the team or teams involved.
- The medical expenses of a player(s) injured during this tournament play will be the responsibility of the team they represent. The sponsors expect each team to have insurance so that player(s) will be adequately covered.
- Jamboree appointed scorekeeper will be the official scorekeeper for each game.
- Fouls/Free Throws: Seventh (7<sup>th</sup>) foul of each half: 1-1 shot; tenth (10<sup>th</sup>) foul of each half: 2 shots.
- Fighting, trash talking and taunting will not be tolerated. A technical foul will be assessed at the discretion of the referee.
- Numbers on uniforms should correspond to submitted roster.
- No score will be kept for the E Jr. Division