

RULES AND REGULATIONS

TEAM DIVISIONS:

- o **Boys:** 11th, 10th, 9th, 8th, 7th, and 6th grades;
- o **Girls:** 12th, 11th, 10th, 8th, and 7th grades

All games will be played under the Boys Basketball Rules Good of the NFSHSA (National Federation of State High School Associations) with the exceptions stated below:

PLAYER ELIGIBILITY:

1. Players not listed on the tournament roster will not be allowed to play
2. Players are allowed to play on only one team and can be listed on only one roster. Failure to comply can lead to disqualification of the player from the tournament
3. Players must be in high school or below
4. Each team must have signed waiver forms submitted to the Gym Coordinator or Commissioner

TIME-CLOCK:

1. Four 8-minute quarters stop time (HS Divisions)
2. Four 7- minute quarters stop time (MS Divisions)
3. Five-minute intermission between halves
4. A minimum of five (5) minutes warm-up period prior to games
5. MS Divisions: 10-second backcourt rule in effect. No shot clock
6. Shot Clock will be used when available for HS Divisions:
7. Boys HS Divisions: 35 seconds shot clock and 10 second backcourt rule in effect Girls HS Divisions: 30 seconds shot clock. NO backcourt rule in effect.
8. Mercy Rule: In the event a team is winning by 30 points or more, the game clock will not be stopped except for timeouts.

OVERTIME:

1. First overtime period will be (4) minutes stop time (HS Divisions)
2. First overtime period will be (3) minutes stop time (MS Divisions)
3. Second overtime period will be sudden death (first to score wins)

TIE BREAKER FOR 4, 5, 6, & 7 TEAM DIVISIONS:

1. Point differential (Max 15 pts/game)
2. If 2 teams tie with point differential, then head to head winner
3. If 3 teams tie with point differential, then quarters won
4. If still tied, then points allowed
5. Last resort is a coin flip

TIME-OUTS:

1. Three (3) full and two (2) 30-second time-outs per game with carry over into overtime
2. One full time-out for overtime period plus any carry over
3. NO additional time-out given in sudden death overtime

FOULS:

1. Double bonus (2 free throws) awarded on the 5th team foul per quarter
2. Team fouls reset every quarter except for 4th quarter to overtime
3. All technical fouls are considered team and personal fouls (2 free throws awarded)

HOME TEAM:

1. Home: Top of bracket – Will have choice of basket and choice of jersey color
2. Associates will provide the game ball for all divisions.

PROTEST:

1. Protests regarding player eligibility must be made prior to the start of the game
2. Discovery of an ineligible player in a game will result in forfeiture of that game
3. Protest of referee judgment calls will not be allowed
4. The Gym Coordinators/Commissions will address all protests and their decision will be final

UNSPORTSMANLIKE BEHAVIOR:

1. A player displaying unsportsmanlike behavior (physical contact between players, trash talking or player taunting) will be given a technical foul without warning.
2. The opposing team will be given two free throw attempts and possession of the ball
3. A player with two technical fouls in the same game will be ejected and be ineligible to play the next game
4. Any "FIGHTING" during the tournament or any tournament function will disqualify the player or coach for the rest the tournament and/or jeopardize being invited to future tournaments

FORFEITURE:

A game is forfeited if a team scheduled to play has less than four players or fails to take the floor within ten minutes after the scheduled game time

ROSTERS:

Numbers on uniforms should correspond to the submitted roster or a technical foul will be assessed to the team. Teams should check roster with the official scorer at least 10 minutes prior to the scheduled starting time

CONCUSSIONS:

The SF Associates Organization believes that each player's health and safety is of utmost importance. Concussions can occur in all sports but are more common in contact sports. If a player suffers a head injury and demonstrates any signs/symptoms of a concussion or

if the Associates representative, referee, or teams' coach suspect that a player sustained a concussion, then the Associates representative, referee, or team's coach or manager will contact said player's parent or guardian, and remove the player from the game until a physician clears him/her to return to play. In addition, the removed player shall not continue to participate in the tournament until he or she receives written clearance from a physician trained in the management of concussions and acting within the scope of his/her practice.