

# TOURNAMENT RULES (Last modified: 10/10/2024)

High School Basketball Rules apply to the tournament in all divisions, except when modified as below:



## TEAM ROSTERS, ELIGIBILITY, AND EQUIPMENT:

1. Each team must complete the online Roster / Waiver – signed by each Parent/Guardian,
2. Players must be in the grade or younger than the grade the team is competing in.
3. A player may compete on two different teams in the tournament, so long as those two teams are not competing in the same division.
4. During Pool Play, the Home Team (listed first) should wear light (if jerseys are available); during Elimination Rounds, the Higher Seed should wear light (if jerseys are available). If a team does not have both a light and dark jersey, the opposing team should be cool and switch – we will not forfeit a game over jersey color.
5. BALL SIZE:
  - Official Size Ball will be used for Boys divisions, grades 6 and older.
  - Intermediate Size Ball will be used for all Girls divisions, and for Boys divisions 5<sup>th</sup> grade and younger.

## FOULS, SCOREKEEPING, AND SCORE REPORTING:

1. Each team must provide one volunteer for the score table to keep the book or run the score clock.
2. A Score-sheet binder will be at each score table, and scores will be collected and reported by tournament staff.
3. FOULS: as of 2023-2024 CHSAA / NFHS rules apply to all divisions: 5 fouls per player.
4. When in the BONUS (Bonus = 5th team foul each quarter), teams will shoot 2 foul shots.

## GAME DURATION AND TIME BETWEEN GAMES, QUARTERS, ETC.:

1. Games will consist of four 10-minute quarters with a running clock – except for timeouts, and the last 2-minutes of the 2nd half.
2. Mercy Rule(s): if there is a 20-point lead or greater at any time in the second half, a) the clock will continue to run; b) no full-court press allowed.
3. Half-time will be 5 minutes, unless court is running late.
4. Games should NOT be started earlier than game-time.
5. Games should NOT start later than game-time. If a court is behind schedule, warm-up time & half-time can be reduced to ensure games start on-time.

## TIMEOUTS:

1. 3 timeouts per game / per team, but no more than 2 timeouts may carry over to the 2<sup>nd</sup> half. Timeouts are 60 seconds each.
2. If Overtime, timeouts reset to ONE timeout per team.

## OVERTIME:

1. If a game is tied at the end of regulation play, a TWO-MINUTE, stop-clock overtime period will be played.
2. Timeouts reset to ONE per team (timeouts will not carry-over from regulation).
3. If the game is still tied after the 2-minute overtime period, the game will proceed to Sudden-Death Overtime.
4. In Sudden-Death Overtime, the first team to score a point (free-throw or field goal) wins the game.

## SEEDING TIES:

Seeding tie-breakers used to advance from Pool Play to Elimination Round are determined as follows:

If ALL of the teams tied in win/loss record played each other in Pool Play:

- 1) HEAD TO HEAD results between the tied teams (only if all teams tied played each other in Head to Head competition).
- 2) POINT DIFFERENTIAL in games played between the tied teams (maximum differential is 15 points, don't run up the score).
- 3) POINTS SCORED AGAINST in games played between the tied teams.
- 4) TOTAL POINTS SCORED by the tied teams, in games played between the tied teams.
- 5) COIN FLIP will determine the higher seed if still tied after steps 1-4.

If ANY of the tied teams have NOT played each other in Pool Play:

- 1) POINT DIFFERENTIAL in all games played during Pool Play (maximum differential is 15 points, don't run up the score).
- 2) POINTS SCORED AGAINST in all games played during Pool Play.
- 3) TOTAL POINTS SCORED by the tied teams, in all games played during Pool Play.
- 4) COIN FLIP will determine the higher seed if still tied after steps 1-4.

## SPECIAL RULES FOR 4<sup>th</sup> Grade Silver, 4<sup>th</sup> Grade Bronze, and ALL 2<sup>nd</sup> and 3<sup>rd</sup> Grade Divisions:

1. **FREE THROWS:** the clock may stop with referee approval to help the players line-up properly for these Divisions.
2. **FREE THROW LINE:** Players can shoot 24-inches (2 feet) closer to the basket for these Divisions. The shooter should still be required to stay behind the 24-inch line until the ball hits the rim.
3. **3-SECONDS IN THE LANE:** the 3-second rule should be expanded to allow 5-seconds in the lane for these Divisions.
4. **NO FULL COURT PRESS:** full-court is not press is allowed for these Divisions. (reminder: 4<sup>th</sup> Grade Boys Gold Division IS allowed to full-court press)
5. **NO ZONE DEFENSE:** Zone Defense is NOT allowed for these Divisions. This includes any form of a full or half-court zone trap. Double-teaming the ball outside of the lane is NOT allowed. Help-side defense IS allowed to prevent an offensive player from going 1 on 1 to the basket. Double-teaming in the lane IS allowed. Full Details of this rule is found under Rule 3.19 of the JPS Winter League Rules.
6. **WHEN A VIOLATION OF THE "NO ZONE DEFENSE" RULE OCCURS:** (1) Verbal Warning: "find your man..." and "...who are you guarding?" (2) First Official Warning, (3) Technical Foul.

## FACILITIES, SPORTSMANSHIP, PROTESTING, USE OF VIDEO, IN-GAME OFFICIATING, ETC.

1. **Facilities:** Coaches are responsible to make sure their players, parents, and spectators remain in the gym and follow the gym rules and respect the property at all facilities.
2. **Sportsmanship:** there will be increased discipline and zero tolerance against game disruption, violence, and verbal abuse towards all game officials, participants, coaches, and spectators. **FIGHTING:** Any coach, player, parent, spectator, non-participant, etc. involved in a fight physically will be dismissed for the remainder of the tournament, no exceptions. It is expected that all persons walk away from a fight. **INAPPROPRIATE LANGUAGE / VERBAL ABUSE:** Any coach, player, parent, spectator, non-participant, etc. using inappropriate language or verbally abusing another person shall be issued a technical foul (considered an in-game foul, and must be handled by the on-court Game Official during the game).
3. **Protesting, Use of Video, In-Game Officiating:** The referee(s) are responsible for in-game officiating. League Directors, Gym Monitors, and Court Monitors rely on the referees to uphold the rules and make calls based on their knowledge, training, and what they see and hear on the court during the game. League Director(s) will not accept video or protests regarding in-game incidents, regardless of justification. All disputes must be settled on the court, by the game officials – **NO PROTESTS. The League Director will have final say on all disputes & interpretations of the Rules.**