

Length of Games

- Games will consist of two 20 minute halves with a 2 minute halftime. Teams will switch baskets at half.
 - 1st half: All 20 minutes will be running clock. Clock will only stop on timeouts.
 - 2nd Half: First 18 minutes will be running clock, last 2 minutes will be regulation clock.
 - Clock will continue to run if lead is greater than 10 points with less than 2 minutes to go.
 - A 35-second shot clock may possibly be implemented. Decision will be made a few weeks before the tourney.

Timeouts

- Each team is allowed four 30-second timeouts per game.
- Unused timeouts will not carry over if game goes to overtime.
- Following a timeout, the ball may be advanced past half court line if team elects to do so.

Overtime

- Overtime period will be 2 minutes (regulation clock).
- Each team will be given one 30-second timeout for overtime (use or lose).
- If still tied at the end of overtime, game winner will be the first team to score 3 points (except playoffs).

Fouls

- If fouled in the act of shooting and the basket is made: The basket counts and fouled player is awarded 1 free throw.
- If fouled in the act of shooting and the basket is not made: Fouled player is awarded two free throws when fouled inside the arc, or three free throws are awarded when fouled outside the arc.
- If fouled while not in the act of shooting (Team fouls 1-6): Offended team retains possession of the ball.
- If fouled while not in the act of shooting (Team fouls 7-9): Fouled player is awarded a 1-and-1 free throw opportunity.
- If fouled while not in the act of shooting (Team fouls 10+): Fouled player is awarded two free throws.
- Team fouls will reset to zero at half. Team fouls will not reset at the end of regulation if game goes into OT.
- Offensive Fouls: Defending team is awarded possession of the ball. Free throws are not awarded.
- Flagrant 1 (Unnecessary Contact) Foul: Fouled player is awarded two free throws and possession of ball.
- Flagrant 2 (Unnecessary & Excessive Contact) Foul: Fouled player is awarded two free throws and possession of ball.
 - Any player committing a Flagrant 2 foul will automatically be ejected from the game.
- Technical Foul: Offended team is awarded two free throws and possession of the ball.
 - Any player receiving 2 technical fouls will automatically be ejected from the game.
- If a player commits five personal fouls, he or she is disqualified from participation for the course of game.
- Players may enter the lane upon release of the ball. Shooter may enter the lane once the ball touches rim.

Violations & Jump Balls

- Violations: All games will be played using current NCAA basketball rules & regulations (Click [here](#) to view).
- Jump balls: Possession arrow will be awarded to the opening tip loser. Possession will then alternate between teams on each held ball.

Sportsmanship

- Good sportsmanship is expected. Any questions or disputes will be discussed only with the team captain. Please refrain from any unnecessary vulgarity or abusive conduct. No alcohol, drugs, or weapons will be allowed on the facility premises. Fighting, continuous misconduct, or breaking of the rules may result in forfeiture of games and/or possible dismissal from the tournament.

Eligibility Disclaimer

- All participants must be of South Asian descent (of Indian, Pakistani, Bangladeshi, Afghan, Sri Lankan, Nepali, Bhutanese, or Maldivian origin only). A copy of an ID or passport will be acceptable forms of proof. The board reserves the right to accept or reject any proof of documentation not listed above.
 - Elite Division (A): Meant for teams who play at an advanced level. Open to all participants. Current and former college/pro players who are under the age of 30 are only able to participate in this division.
 - Rec Division (B): Meant for teams who play at a competitive level. Open to all participants except former or current college/pro ball players who are under the age of 30.
 - Community Division (C): Meant for teams who play at an intermediate level. Open to all participants except former or current college/pro players who are under the age of 40.
 - Vet (30+) Division: Meant for the old heads who still want to compete. All participants on team must have been born before Dec 31, 1994. No former college/pro players under the age of 40 allowed.
 - Players may only participate for one team across all divisions.