

Game Rules

- Games will be forfeited 10 minutes after scheduled starting time if an insufficient number of players are unavailable.
- Players are not allowed to wear jewelry/fitness trackers of any kind during game play.
- If a court has multiple 3-point lines, the inside 3-point line will be used for all 3-point shots.

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.
 - A 30-second shot clock will be in effect.
 - The shot clock will reset to 20 seconds following an offensive rebound, kicked ball, or defensive foul.
 - Clock will continue to run if lead is greater than 15 points with less than 2 minutes to go.

Timeouts

- Each team is allowed two 30-second timeouts per half. Unused timeouts will not carry over.
- Following a timeout, the ball may be advanced past the 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.
- 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-&-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 Asian descent (South Asian, East Asian, and Middle Eastern). A copy of an ID or passport will be acceptable forms of proof.
 - Players may only participate for one team.
 - All decisions will be made by tournament committee will be final and are not eligible to be protested.
 - Challenges of ineligibility need to be made before the game begins. Any player deemed ineligible will be disqualified from playing in the rest of the tournament.

Tiebreaker Procedures for Seeding

- Win- Loss Record, Point Differential, Points Allowed, Coin Flip