

# SI BBALL Tournament Rules

## 1. Before the Game:

- a. Each team should report to the designated court for each of their games 30 minutes prior to the scheduled start time.
- b. Teams will be provided at least a three minute warm-up prior to the game. However, this period may be shortened if needed, to allow the game to start on time. Games times will not be postponed to allow for warm-ups, unless authorized by the Tournament Director.
- c. Warm-ups may begin upon the conclusion of the game immediately preceding the scheduled game, but in no event more than ten minutes prior to the scheduled game time.
- d. All coaches must provide their own basketballs for warm-ups.
- e. Players are not allowed to dunk the basketball during warm-ups. Players are not allowed to grab or hang on the rims at any time, even during games. Dunking is permitted during games, provided that the player does not hang on to, or intentionally damage the rims or backboard. Technical fouls may be assessed by game officials for any violations.

## 2. Scoring:

- a. A Score/Time-keeper will be assigned for all games. They will keep track of score, time, player and team fouls, and time-outs. Score/Time-Keepers do not have the authority to make exceptions to any Tournament Rules; please do not ask them to do so.
- b. Please refrain from speaking to Score/Time-Keepers during live portions of the game. They will be focused on making sure scoring, timing and fouls are accurate, and cannot be distracted. If you have any questions about tournament rules, a copy of these rules will be available at all score-tables. You may ask Score/Time-keepers or Referees about rules during time-outs, during half-time, or prior to the game, if they are available.
- c. Team book-keepers are not required, but each team may have a scorebook-keeper at the scorer's table if they desire.

## 3. Disputes:

- a. The Referees will determine all teams, players and coach's compliance with all tournament rules. The Referees are in charge of the game; their decisions are final and there are no protests, except for legitimate disputes regarding alleged errors with respect to foul count, game clock or score, which will be determined by the Referee in consultation with the Score/Time-Keeper for the game, and if necessary, the Tournament director. Only the Tournament Director may overturn their determination of any dispute.
- b. The records of the tournament Score/Time-Keeper, will assist the Referees in determining any issue. If one team scorebook is being used, that may be used to assist a Score/Time-Keeper and the Referees to make a determination of any dispute. If two scorebooks are being used, either can be used to assist a Score/Time-Keeper and the Referees to make a determination of any dispute, but the Score/Time-Keeper and the Referees are not required to use either, or both.
- c. Any disputes about time, score, fouls or any other issue must be addressed at the moment

they occur, or immediately thereafter. No disputes over score, fouls or time will be permitted to be addressed later in the game, or after the game has concluded. If any coach has a dispute, they may use a time-out to address it with the Score/Time-Keeper and/or the Referees. If the issue is determined to be an error by the Score/Time-Keeper, or the Referees, the time-out will not be charged against the coach who called it.

- d. If for any reason a Score/Time-Keeper is not present, a volunteer may be used. A volunteer scorekeeper/clock operator must refrain from cheering for their team while acting as a Score/Time Keeper.

#### **4. Clock:**

- a. For 12u - 17u Divisions, the game will have two (2) 18-minute halves. There will be a 3-minute half-time. The games will be running clock until two minutes remain in the first half, and until four minutes remain in the second half, at which point it will be a stop-clock on all whistles.

Each team has two (2) time-outs per half; unused time-outs will not carry over from the first half to the second half.

- b. For 8u - 11u Divisions, the game will have four (4) 7-minute quarters. There will be a 1 minute break between each quarter, and a 2-minute half-time. The games will be running clock until 2:00 minutes remain in each half, at which point it will be a stop-clock on all whistles.

Each team has three (3) time-outs per game.

- c. All time-outs will be 45 seconds in length. Players may step off the court during all time-outs.
- d. There will be no shot-clock in any division.
- e. In all divisions, there will be a "Mercy Rule" running clock if one team is ahead by more than 20 points, even in the last four minutes of the game. If the lead is reduced below 15 points, a stop-clock will resume in the last four minutes of the game.

- f. Overtime: In the event regulation time ends and the score is tied, there will be an overtime period. The first overtime will be 3 minutes in length, and will be running clock until the last minute, which shall be stop-clock. Each coach will be given one time-out. No other time-outs from regulation will be carried over. The second over-time will be 2 minutes in length, and will be running clock until the last minute, which shall be stop-clock. Each additional overtime will be 1 minute stop time with no timeouts, even if you have not used your timeout from a previous overtime period. Fouls and bonus standings shall continue into all overtime periods. Overtime starts with a jump ball. After two Overtimes, teams will go into sudden death, except for championship games.

#### **5. Fouls:**

- a. Bonus free throws (one-and-one) will be shot on the tenth (10th) team foul of each half.

Double bonus free throws will be shot on the thirteenth (13) team foul.

- b. If your game is behind schedule, meaning it has extended beyond one-hour from its start time, the Tournament Director may institute a “Two Point Free Throw Rule”, in his sole discretion. This means that in any bonus free throw situation, one free throw will be attempted. If the basket is scored, it will count as two points (as if both free throws were scored), and the opposing team will take the ball out on a stopped clock. If the basket is missed, it will be a live ball (as if the second free throw was missed).
- c. Foul shots may be played upon the release of the ball for players in the free throw lane. For the shooter and players outside the lane, they may be played when the ball hits the rim.
- d. Each player is allowed six (6) personal fouls. After the fifth foul, the player is disqualified from the remainder of the game. After fouling out, a player may not reenter the game.
- e. All technical fouls result in (2) free throws to the opposing team, and they will regain possession of the ball, regardless of the outcome of the free throws.
- f. After two technical fouls are assessed against any player or coach in one game, they are automatically ejected from the game, and must leave the gym. If any player or coach is assessed four technical fouls (2 technical fouls per game, in 2 games), they will be ejected from the tournament, regardless of whether the team is scheduled to play a third game.
- g. Flagrant fouls are assessed as technical fouls, against the offending player. Therefore, two flagrant fouls, two technical fouls, or one technical foul and one flagrant foul, will be grounds for ejection from the game.

6. **Uniforms and Equipment:**

- a. Each team must wear matching uniforms/jerseys that are of the same color and must have different player numbers on either the front or the back. Any player who does not have a matching jersey will be assessed a technical foul. No team may have two or more players with the same jersey number. The Tournament Director, in his sole discretion, shall have the right to exclude any player that attempts to wear a jersey that is of a different color than his/her team, and which is too similar in color to the jersey of the opposing team.
- b. Players are not allowed to wear any jewelry, watches, bracelets, necklaces, earrings, etc., during a game. Tape or band-aids over earrings and other jewelry is not allowed.
- c. Player mouth guards may be worn, but are not mandatory.
- d. Players may wear arm sleeves, knee pads, compression undergarments, provided that none have stiff or hard edges, or can be dangerous to other players in the sole discretion of the Referees and/or the Tournament Director.
- e. 8u - 11u divisions will use an intermediate 28.5 inch sized basketball.
- f. 12u – 17u divisions will use a regulation sized basketball.
- g. If tournament balls are not available, the Referees will choose the best of any available basketballs belonging to the coaches to serve as the game ball.
- h. Each coach is encouraged to have their own medical equipment available, including ice packs, bandages, band aids, etc.

7. **Press Rules:**

- a. Players are not allowed to press over half court while the Mercy Rule is in effect (meaning

- that team has a score lead of more than 20 points). The Referees will provide a warning on the first infraction. Further infractions will result in a technical foul against the Coach.
- b. Pressing is allowed for 8u teams in the last 3 minutes of the 2<sup>nd</sup> and 4<sup>th</sup> quarters, unless the Mercy Rule is in effect. Pressing rules can be changed with mutual agreement of both coaches and the Referees must be informed before the game.

## 8. **Championship and Tie-Breaking Procedure**

- a. The division championship will be decided as follows, and in the following order:
  - i. The team with the best winning:losing record (standings)
  - ii. If two teams are tied in record, the winner will be chosen by head-to-head competition results. (For example: if Team A is 2-1, and Team B is 2-1, if Team A beat Team B in their game, Team A is the champion).
  - iii. If a tie remains because head-to-head competition results do not produce a winner, the team with the most points scored, over the amount of points allowed, will be the winner.
  - iv. In the unlikely event that the point differential results in a tie, the winner will be the team with the most points scored over all.

Please note that there is a 25-point maximum on point differentials for games.

Thus, a team gains no advantage by beating an opponent by more than 25-points. Extreme point differentials (Blow-outs) are discouraged.

## 9. **Gyms**

- a. We are guests in the facility where our games will be played. All players, teams, coaches and attendees must show proper respect for the courts and facilities. Any person who fails to abide by this rule may be removed from the facility, and no refund for admission will be given.
- b. Any rules posted by the facility with respect to food and drinks inside the gyms must be followed.
- c. Each coach is responsible to make sure their teams cleans their own bench area after each game, specifically including empty drink bottles, and cleaning up any spills.

## 10. **Sportsmanlike Conduct**

- a. All players, coaches, and spectators are expected to show respect toward the Referees, players, other spectators, and tournament staff. Verbal and/or physical abuse, including profanity, taunting or harassment will not be tolerated.
- b. The Tournament has a zero-tolerance policy for unsportsmanlike conduct, fighting and acts of violence. Any player or coach committing any of the above, may be removed from the facility, and disqualified from a game, or for the remainder of the tournament, at the discretion of the Tournament Director. Any spectator committing any of the above, may be removed from the facility. If circumstances warrant, any violators may be remanded to local law enforcement.
- c. Inappropriate behavior will not be tolerated. Referees may end a game by forfeit, dual forfeit, or by a tie, at their discretion if they deem an uncontrollable or threatening situation to be developing.

- d. Coaches shall be held responsible for the actions of their players at all times, both on court and between games, and are expected to promote good sportsmanship, whether they win or lose.

**General Rules:**

- a. After tip-off to begin the game, all “jump balls” will be decided by the alternate possession rule.
- b. If a team has less than five eligible players after a foul-out or injury, there are three options:
  - i. The team may forfeit the game.
  - ii. The team may play with four players, without penalty.
  - iii. The last player to foul out may continue to play, however, each time that player commits a foul of any kind will be considered a Technical Foul, in which case the opposing team will take two free throws, and will regain possession regardless of the outcome of the free throws.

A team may not play with less than four players. A team may start a game with four players, without penalty.
- c. If any team is not prepared to start their game within 10 minutes of its scheduled start time, the game will be considered a forfeit, and a victory for the non-forfeiting team. In the sole discretion of the Tournament Director, and as time permits, if a team arrives or is prepared to play after a forfeit has been declared, the teams may play a single 20-minute period, for recreation. All other rules will apply, however, the period will be considered one-half of a game for the purposes of bonus/double bonus, and time-outs. The outcome of the game will not affect the victory of the non-forfeiting team.
- d. If a team has only one coach, and that coach is ejected for any reason, the game will be deemed a forfeit. No team may play without a coach on the bench.
- e. Any team that walks off the court during a game, or not playing a scheduled game, will forfeit that game.
- f. Any forfeited game shall be recorded as a 20-0 win for the non-forfeiting team.
- g. Each player may only play on one team, however, a player may also play on an additional teams as long that team is in a higher age division.
- h. Each time is limited to one head coach, and two assistant coaches on the bench. Assistant coaches may not stand, or loudly instruct players during live ball play. The head coach and one assistant coach will not be charged admission. Any additional assistant coach will be charged admission.
- i. Any player who suffers any injury or collision to the head, must be removed from the game for at least one live ball sequence, and must be evaluated by their coach to determine whether they are able to continue playing.
- j. Each coach has the responsibility to review the Tournament Rules, and be aware of its implication on their team, players and game. Participation in the Tournament is subject to these rules, and participation shall be deemed consent and acceptance of these rules.

WE HOPE THAT YOU ENJOY THE TOURNAMENT!

