



BASKETBALL 5-ON-5 2015 Rules

*Each team is required to provide a game ball (officials will decide which teams ball to use) each team must also provide a volunteer scorekeeper or timer, failure to do so will result in forfeit of game, no game will be played. The respective team is responsible for securing the ball after the game. **Please do not bounce balls in hallways.**

*Divisions (Grades 3-12) will play under 2015-2016 NATIONAL FEDERATION rules. All other divisions will follow NCAA rules, with the exception of certain CSG rules.

*A team may start a game with four players on the floor. GAME TIME IS FORFEIT TIME, no grace period is allowed. Matching numbered shirts (front or back) are required. No number restrictions exist, a duplicate number is allowed. An illegal shirted player will not be allowed to play, taped numbers must stay on.

*Games will consist of two 20-minute halves, with the clock running continuously, EXCEPT THE LAST TWO MINUTES OF EACH HALF when the clock stops on all whistles; unless one team is ahead by more than 15 points. If lead falls below 15 points, the clock will then again stop. The clock will ONLY stop for injuries, technical fouls or timeouts (includes officials timeout) during regular play, clock would then start under normal resumption of play procedures. Half-time will be five minutes in duration, a 5 minute warm-up is allowed (no dunking during warm-ups but during a game is legal). Intentionally delaying the game may result in a technical foul. Please give finishing team time to leave the bench area after their game.

*Overtime will be one 3-minute period (Clock will run as above except for last 30 seconds). If game is still tied, a sudden death period shall be held with the first team to score two points (either a field goal, free throws or combination) declared the winner. Overtime and sudden death periods will begin with a jump ball. A winner is needed in all games, no ties will be recorded.

*TIMEOUTS—4 per game (Three full & one 30 second). (One extra full timeout for OT's plus any carryovers)

*Any defense may be used. There are no restrictions on press or fast break (but only to a 20 point lead).
Exception: 3rd and 4th grade divisions, may not full court press, until the final minute of the game or 30 seconds of overtime if the score is 5 points or less, must stay within 5 to press. Clock runs normally.

*The 10-second backcourt count and the 5-second closely-guarded count will be used in all games. Over and back will be called.

*Ball size: All girls games and boys games up to and including 7th will be played with the 28.5 ball. All 8th-12th boys and Adult Men's games will be played with the Regulation size ball.

*Games will start with a jump ball. Substitutions must enter at scorer's table. Officials will signal in players.

*All divisions will shoot one & one on the seventh (7th) team foul. On the 10th team foul, teams will shoot two. Technical fouls count as both personal/team fouls.

*Illegal players, (i.e. Previous college players playing on a recreational team or players not on team roster), may cost a team to forfeit, or points may be deducted. Protests must be brought to the attention of the site supervisor before a game is completed. Ruling to be made by Tournament Director, driver's license/id may be needed.

*A player/coach/fan removed or ejected from a game is suspended from next game. If behavior is deemed severe, removal from tournament is possible. Tournament director will make this ruling. If only one game suspension, further problems of same party will result in disqualification from tournament.