

# BBALL SHOOTOUT Basketball Tournament

## OFFICIAL RULES

NJ high school federation rules apply in all games subject to the following modifications:

### 1. WARM-UPS:

- Teams are required to be present (30 minutes prior) at the designated court for their game.
- 3-minute warm up time will be provided prior to each game.
- Warm-ups may begin as soon as the preceding game has been completed. However, games will not be started late to accommodate a warm-up. Teams must provide their own basketballs for warm ups.
- No Dunking is permitted during any warm-up time or anytime, except during the game. Teams will be assessed technical fouls for this infraction.

### 2. SCORE-KEEPING:

- Tournament will provide a timekeeper/score board operator for all games.
- **Each team must provide a scorekeeper to keep his or her own scorebook.** Designated scorekeepers are to be seated in the official scorers' table. [Note: This rule was made to ensure that there will be no disputes over the accuracy of the score. Scorekeepers are human and will make occasional mistakes – It is to your benefit to provide a score keeper to ensure that the score is correct. All errors must be brought to the attention of the official scorekeeper/referee immediately. Scores cannot be disputed afterwards].
- The first team listed on the schedule will be designated as the home team and their scorebook will be the official score for the game.
- If for some reason no one is available to keep the scoreboard, a volunteer scorekeeper/clock operator will be used; volunteer scorekeeper/clock operator must refrain from cheering for their respective teams while acting as the official scorekeeper.

### 3. 9th, 10th, 11th & 12th Grade Divisions:

- Length of games will be two (2) **16-MINUTE STOP TIME HALVES**. Clock stops on all whistles unless the Mercy rule is in effect. Shooting clock will not be in effect.
- Mercy rule: The timekeeper will institute running time in the second half, if one team leads by 20 points or more. Stop time will resume if the lead drops below 20 points.
- Bonus free throws (one-and-one) will be shot on the tenth (10th) team foul of each half. No double bonus. Teams will shoot two foul shots only when a player is fouled in the act of shooting. This rule is adopted to allow use of the regulation clock while keeping the games on schedule.
- Foul shots are played on the release of the ball for players in the lane. For the shooter and players not in the lane, foul shots are played when the ball hits the rim.

### 4. 6th, 7th & 8th Grade Divisions (12u, 13u & 14u Divisions):

- Length of games will be two (2) **14-MINUTE STOP TIME HALVES**. Clock stops on all whistles unless the Mercy rule is in effect. Shooting clock will not be in effect.
- The timekeeper will institute running time in the second half, if one team leads by 20 points or more. Stop time will resume if the lead drops below 20 points.
- Bonus free throws (one-and-one) will be shot on the tenth (10th) team foul of each half. No double bonus. Teams will shoot two foul shots only when a player is fouled in the act of shooting. This rule is adopted to allow use of the regulation clock while keeping the games on schedule.
- Foul shots are played on the release of the ball for players in the lane. For the shooter and players not in the lane, foul shots are played when the ball hits the rim.

### **5. 3rd, 4th & 5th Grade Divisions (9u, 10u & 11u Divisions):**

- Length of games will be two (2) 14-MINUTE STOP TIME HALVES. Clock stops on all whistles unless the Mercy rule is in effect. Shooting clock will not be in effect.
- The timekeeper will institute running time in the second half, if one team leads by 20 points or more. Stop time will resume if the lead drops below 20 points.
- Bonus free throws (one-and-one) will be shot on the tenth (10th) team foul of each half. No double bonus. Teams will shoot two foul shots only when a player is fouled in the act of shooting. This rule is adopted to allow use of the regulation clock while keeping the games on schedule.
- Foul shots are played on the release of the ball for players in the lane. For the shooter and players not in the lane, foul shots are played when the ball hits the rim.

### **6. JUMP BALL/POSSESSION**

After the jump ball to begin the game, all ties ups will be decided by the alternate possession rule.

### **7. OVER TIME:**

- The first overtime will be 2 minutes total with the last-minute stop time. Each team will be given 1 time-out. No carry over on timeouts from regulation time. Each additional overtime will be 1 minute stop time with no timeouts, even if you have not used the timeout in the previous overtime. Fouls or bonus situation continues into the overtime period. Overtime starts with a jump ball. After two Over-times, teams will go into sudden death, except for championship games.

### **8. TIME-OUTS:**

- Each team will be allowed (2) one-minute and (1) 30-second timeouts per game. Timeouts do not carry over into overtime. The clock stops on all time outs. Players are permitted to sit on the bench during time-outs.

### **9. PERSONAL/TECHNICAL FOULS:**

- Each player is allowed five (5) personal fouls and on the fifth foul that player will be disqualified. After fouling out, a player may not reenter the game. If a team has less than five players on the court, they can continue to play or forfeit or until the team has less than two players.
- All technical fouls result in (2) free throws plus possession of the ball to the other team. A player or coach is automatically ejected from the game and must leave the gym on the second technical foul of that game.
- Flagrant fouls will be penalized with foul shots and/or ejection from the tournament. Fighting is strictly forbidden and players and/or teams may be disqualified from the tournament. The following penalties will be assessed immediately: 1st fight – player or players will be disqualified from the tournament. 2nd fight – team will be disqualified from the tournament.
- Any coach or player receiving two technical fouls will be ejected from the game.

### **10. HALF-TIME:**

- Half-time will be 2-minutes in length.

### **11. REFEREES AND OFFICIAL:**

- The Referees will determine compliance with the tournament rules. The Referees are in charge of the game, their decisions are final and there are no protests.

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# PLAYER/TEAM RULES

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## **12. GAME STARTING TIME & FORFEITS:**

- Each team should be stretched and ready to go as soon as the previous game is finished.
- All games will start promptly as specified on the Tournament schedule, or will be forfeited by the team not ready to play after (10) minutes of the scheduled game starting time.
- Teams can begin the game with less than five players. A team not ready to start their game jeopardizes forfeiting the game.
- At referee's discretion, time outs and/or halftime may be eliminated due to games not starting on time. The late team will be penalized first. Both teams will be penalized when both teams are late.
- Any forfeited game shall be recorded as a 25-0 win for the non-forfeiting team.
- **TEAM FORFEITS:** Any team that forfeits a game either by not showing up on time, walking off the court during a game or not playing all of their games may be disqualified from the tournament and forfeit all awards.

## **13. PLAYERS**

- Players are only allowed to play on one team; however, a player may also play on additional teams as long it is ABOVE their age/grade group or within their program/organization.

## **14. COACHES**

- Teams will be given two coach's wristbands and are required to wear them to enter the venues. Check with the front desk to procure wristbands for additional coaches.

## **15. UNIFORMS/JERSEYS:**

- Each team must wear uniforms/jerseys that are of the same color and with numbers designated on the front or back. Failure to do so will result in technical fouls for each player without the proper color and a number.
- Each team should have two sets of colored jerseys (one light color and one dark color).
- Players are not allowed to wear any jewelry, watches, bracelets, necklaces, earrings, etc., during the game. Tape or band-aids over earrings and other jewelry is not allowed.
- Player mouth guards are recommended but not mandatory for participation.

## **16. GAME BALL:**

- The intermediate "28.5" sized basketball will be used for the 4th, 5th and 6th grade Boy's divisions [9u-12u], unless competing coaches of both teams agree to use the regulation sized ball. All other Boy's divisions will use the official men's size 29.5" ball.
- Girl's 3rd – 11th/12th grade divisions will use the official women's size 28.5 basketball.
- Teams must provide their own basketballs. There are no Tournament game balls.
- Referees will choose the most suitable game ball amongst the two teams that are playing.

## **17. PRESSING:**

- Teams are not allowed to press over half court with a 25 point or more lead. The first violation will draw a warning from the officials; subsequent violations will receive a technical foul against the bench.
- Pressing is allowed for 5th grade and up unless the margin is 25 points or more. For 3rd and 4th grade teams, pressing is only permitted in the second half if the margin is less than 25 points. Pressing rules can be changed with mutual agreement of both coaches and the referee must be informed before the game.

## **18. TIE- BREAKING PROCEDURE:**

- If there is a tie between teams in your bracket/division, the following will be used as the tie breaker to determine seeding/placing: winner of the head-to-head competition between the two teams tied; the total point differential of the teams tied; total points scored; coin flip. [Note: A maximum point differential of no more than 25 points will be used for the tie-breaker. Blowouts are NOT encouraged]. Please refer to the respective division/bracket for the tie-breaking procedure specific to the division/bracket.

## **19. FOOD/DRINKS:**

- No food or drinks allowed inside the gymnasiums – ONLY WATER/Gatorade WILL BE ALLOWED.
- Teams must clean their own bench area after each game.

## **20. FLAGRANT FOULS/FIGHTING/DISQUALIFICATION:**

- The tournament organizers/staff have a zero-tolerance policy in reference to fighting and acts of violence. Any player or team personnel committing an act of violence or receiving a technical foul for fighting will be ejected from the game and disqualified for the remainder of the tournament and asked to leave the venue immediately and, if circumstances warrant, violators will be remanded to local law enforcement authorities.
- Also, at tournament staff/director's discretion, any player, coach, team support personnel, tournament participant, or fan exhibiting conduct unbecoming to the event, may be subject to disqualification from the tournament and venues at any time. Inappropriate behavior will not be tolerated. Referees may forfeit a game at their discretion if an uncontrollable or threatening situation is developing. The Tournament Director/Referee/Campus Security may remove a player, coach, or fan from a game or tournament for inappropriate behavior.

## **21. SPORTSMANSHIP/CONDUCT:**

- All players, coaches, and spectators are expected to show respect toward game officials, players, fans, and tournament volunteers and staff. Verbal and/or physical abuse, including profanity, will not be tolerated. Any misconduct may result in disqualification from the tournament for the individual(s) and/or team involved.
- Coaches are responsible for the actions of their team at all times both on and off the court during the tournament and must promote the best sportsmanship, win or lose.
- It is expected that all adults, family members and fans in a team's delegation set an example of good sportsmanship, and if necessary, enforce a spirit of good sportsmanship and respect among their team and its supporters. Each team is responsible for the conduct of its players, fans, etc.

## **22. PROTEST:**

- All protest must be made prior to a game. The ruling on a protest will be made by the Tournament Director and is final and binding on all participants in the event.

**The coach has the responsibility to review the tournament rules and regulations with each of its players.**

**The tournament committee shall decide all other rules not covered above. The committee will make any other decisions with regards to the tournament schedule in the interests of sportsmanship, fairness, time, etc.**

**The decisions are final and there is no protest.**

**Play Fair! Play Hard! Have Fun! And  
Play it for the Love of the Game!**