

## Blacktop Battle Summer Tournament Rules

1. All NJSIAA Rules shall apply except as modified herein. *Modified rules are in bold italics.*
2. **THE 2020 OUTDOOR SUMMER TOURNAMENTS WILL BE A NO DUNKING TOURNAMENT!**
3. ***Each game shall consist of two Eighteen (18) minute running clock halves with the clock stopping with foul shots in the last minute of the first half and last minute of the game on dead balls.***
4. **AT THE BEGINNING OF EACH GAME, EACH COACH MUST SUPPLY THE SCOREKEEPER WITH THE NAME AND UNIFORM NUMBER OF EACH PLAYER PARTICIPATING IN THE GAME. ANY PLAYER NOT LISTED ON THE SCORESHEET WILL BE INELIGIBLE AND MAY RESULT IN A TEAM FORFEIT.**
5. Each team shall be entitled to three (3) 45 second time outs per game. Unused timeouts cannot be carried over.
6. A player is disqualified from the game on their fifth personal foul.
7. The bonus rule (1 and 1) shall be in effect on the seventh (7<sup>th</sup>) foul of each half. Two free throws will be taken from the tenth (10<sup>th</sup>) foul onwards.
8. All Technical fouls, whether against the bench or a player on the floor, shall result in two (2) free throws, plus possession of the ball to the other team.
9. A player is automatically ejected from the game on the second technical foul of that game called against that player. Referees may also forfeit a game at their discretion if a threatening or uncontrollable situation is developing.
10. Any forfeited game shall be recorded as a 15-0 win for the non-forfeiting team. Forfeit time is 10 minutes after game time. All efforts will be made to play every game but both coaches must agree prior to game.
11. A jump ball shall be used to start each game. Thereafter, the alternate possession rule shall be in effect.
12. 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.
13. All games are final. No protests will be heard. Disputes must be resolved between referees and team coaches on the court.
13. Uniforms must be numbered on back.
14. No Uniforms / Numbers = Technical Fouls (does not apply for first three weeks of season)

Team uniforms / dress has improved overall, however, some players are still not wearing uniform tops that color match with their teams and / or numbers are missing. Each player that is not in proper uniform (color and number) will be assessed a "Technical Foul" before the game begins (this does not apply to three games of the season or where the league office is advised in writing of a situation in advance and permits an exception in writing for a particular game).

One player will be designated by each team to shoot the technical foul shots. Technical fouls will be shot at halftime for improperly uniformed players that arrive after play begins. Any technical foul assessed counts as a personal and team foul for the offending team. The objective of this rule is to "dress up" the league and make it easier on the referees to manage each game.

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15. The tournament score keeper is the official game scorer and timer.
16. **TEAMS MUST PROVIDE THE LEAGUE WITH A ROSTER (AND WAIVERS) PRIOR TO FIRST GAME.**  
All players must be listed on main or supplemental roster to be eligible to participate. All rostered / waived players are eligible for the playoffs as long as they participated in at least two (2) games during the season. No roster additions will be accepted after the fifth (5) game of the regular season!
17. One flagrant foul results in ejection from the game. A second flagrant foul, at any other time during that same game or any other league game, results in automatic ejection from the league.
18. Misconduct, foul language and / or abuse of the referees will not be tolerated. Any team which has three players and / or coaches ejected on technicals for this reason during the season will be ejected from the league.  
  
Taunting, fighting and other inappropriate behavior, on or off the court will be addressed by the referees. Their ruling is FINAL.  
  
All players, referees, coaches and fans are expected to conduct themselves in a sportsmanlike manner at all times. Please ensure that everyone associated with your team, including fans, conduct themselves in an appropriate manner.  
  
A referee will notate in the scorebook the name(s) of any ejected players so the league can monitor team violation status.
19. Complaints must be lodged in writing to league director.
20. Substitutions are allowed only on a dead ball situation. The scorekeeper will buzz in substitutions. All subs must kneel in front of the scorer's table and be called in by referee's whistle.
21. It is the responsibility of the team coach to review the tournament rules with each player.
22. No jewelry watches, earrings, hats etc. are allowed to be worn during any game.
23. A 28.5 inch diameter ball (28.5) will be used at up to 5th boys (**6<sup>th</sup> grade and up will use 29.5 ball**), and all girls divisions unless teams mutually agree otherwise.
24. **A TECHNICAL FOUL WILL BE ISSUED AGAINST A TEAM IF THE OPPOSING COACH OR PLAYERS SPEAK, SCREAM OR MAKE ANY NOISE (CLAPPING, STOMPING, ETC.) ONCE A PLAYER AT THE FOUL LINE IS GIVEN THE BALL TO TAKE A FREE-THROW** – This includes coaches giving instructions to players that the ref feels is done mainly to distract the shooter (those instructions should generally be done as players line up before ball is handed to shooter). Player will not only shoot the ball again, but the team will receive an additional FT.
25. **A TEAM THAT FORFEITS (LESS THAN 24 HOURS IN ADVANCE WITHOUT AN EXTREME REASON) MORE THAN ONE GAME DURING THE SEASON, WILL NOT BE PERMITTED TO CONTINUE PARTICIPATING IN THE LEAGUE AND WILL FORFEIT THEIR ENTRY FEE** – It is not fair to opposing teams.
26. **TEAMS MUST BE ABLE TO FIELD A TEAM OF AT LEAST FOUR (4) PLAYERS TO START A GAME** - At any time during a game when a team drops below four players due to injury or disqualifications, the game is forfeited. Teams that field a team with less than four players may fill their squad with NON-ROSTERED players in order to play the game, but the game will be a FORFEIT for purposes of a team's record.
27. **THERE MUST BE AN ADULT PRESENT ON THE BENCH AT ALL TIMES (CANNOT BE A PLAYER)** - There will be no more than three (3) coaches allowed on the bench during the game. Only one coach, designated as the "head coach", will be allowed to stand during the game and address the officials.

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28. **A PLAYER OR COACH WHO ISSUED TWO TECHNICAL FOULS IN A GAME, WILL BE EJECTED AND SUSPENDED FOR THE FOLLOWING GAME** – This applies even if the following game is a playoff game!
29. **COACHES ARE RESPONSIBLE FOR THEIR TEAM PARENTS** – If during a game, the refs feel that a parent or parents are abusive or out of control, they will stop the game and have the coach associated with the parent(s) speak to them about their behavior. If it continues, the team will be given a technical foul and the opponent will be awarded two foul shots and the ball. If the behavior continues after the technical foul, the game will be forfeited and the parent(s) will be suspended from the league for 1 game for the first offense and the rest of the league for a 2<sup>nd</sup> offense. Coaches and organizations must begin to control unacceptable behavior by parents (they ruin the game for everyone including their own children). Refs are not perfect ... remember, most of the time, missed shots, and poor defense are the TRUE reason teams lose!
30. **TEAMS MUST PROVIDE THEIR OWN BASKETBALLS FOR WARM-UPS** - We do not provide basketballs for use throughout the league.
31. **SPECIAL RULES THAT APPLY to boys and girls 3rd, and 4th grade (not pure 5th or higher) divisions: No pressing is permitted (EXCEPT IN THE FINAL TWO MINUTES OF THE GAME); man to man defense is required in the first half of the game. Teams may play ZONE defense in the 2<sup>nd</sup> half of the game. Teams may modify this rule only upon mutual agreement with the refs before the game.**
32. **MERCY RULE: NO PRESSING OR TRAPPING (FULL AND HALF COURT) IF A TEAM IS UP BY 15 POINTS OR MORE IN GRADES 5<sup>TH</sup> AND 6<sup>TH</sup>! (20 POINTS IN 7<sup>TH</sup> AND OLDER)** – Pressing is only allowed in the final two (2) minute of 3<sup>rd</sup> and 4<sup>th</sup> grade games
33. **COACHES SHOULD ALSO INSIST ON GOOD SPORTSMANSHIP FROM PLAYERS WHEN TEAMS ARE WINNING BY GREATER THAN 20 POINTS.**
34. All rules may be modified by the league with or without notice.