



Rules

National Federation of State High School Association Rules will be used with the following modifications/restrictions. The tournament rules committee will address any policies or procedures not specifically addressed in this document.

I. Timing Regulations

- a. The game shall consist of two twenty-minute halves.
- b. The clock will run continuously until the last two minutes of each half when it will stop on all whistles.
- c. When a team is ahead by 15 or more points at the 2-minute mark in the second half, the clock will not stop. If the margin becomes less than 15-points, the clock will revert back to section I b.
- d. Half-time will be five minutes in length.
- e. Each team is permitted three time-outs per game, each one minute in length.

II. Overtime

- a. If the score is tied at the end of the second half, play shall continue without a change of baskets for one or more extra periods with a one-minute intermission before each extra period. As many such periods as needed shall be played to break the tie.
- b. The length of each extra period will be three minutes. The clock will run continuously until the last minute of each extra period when it will stop for all whistles.
- c. Each team is allowed one time-out, one minute in length for each overtime period.
- d. Time-outs not used during regulation play **cannot** be used during the overtime period(s).
- e. Personal & team fouls do carry over to the overtime period(s).

III. Forfeits

- a. Four players are needed to start each game. NFHS rules apply regarding the number of players needed to finish the game.
- b. *Player eligibility:* If a player is deemed ineligible at any time during the tournament, his/her team will forfeit all games in which that the ineligible player participated. In addition, the ineligible player is suspended for the remainder of the tournament.
- c. *Team eligibility:* All teams must check in at their court five minutes prior to their scheduled game time (with at least 4 players). GAME TIME IS FORFEIT TIME.
- d. A team winning a game by forfeit will receive a score of 2-0 when determining advancement from pool play.

IV. Eligibility

- a. Players must present a valid picture ID (e.g.: Driver's License, School ID) before every contest.
- b. All students who are currently enrolled in at least ½ of full-time enrollment as an undergraduate or enrolled in a minimum of 6 hours as a graduate student during the fall semester at the institution they are representing are eligible to participate. Players must be enrolled for the minimum number of credit hours at least 45 days prior to the tournament. If a player is a graduating senior and taking less than the minimum required hours to fulfill graduation requirements, he/she must submit a letter from the registrar stating that the player will be graduating in the Spring 2010 term.
- c. Players may not be listed as a member of a varsity basketball squad during the 2009-2010 academic year. **Teams are limited to a maximum of 1 former varsity player on a team.** A former varsity player is defined as a student who has been listed on the "school's varsity squad list" for any 2 year or 4 year college/university team for greater than three weeks. A player may not have been declared a professional in the same or related activity.
- d. Faculty/Staff members of a respective institution are **NOT** eligible to compete.
- e. Alumni are not allowed to represent an institution regardless of any institution's intramural program policies permitting such action in the course of operating their program on their respective campus.
- f. The intramural/recreation director of each team must approve and sign each team's roster prior to competition. In addition, all entry forms are required to have the Registrar's Seal. On site roster changes must be approved by tournament director, **prior to play.**
- g. Players listed on any institutions ejection list are not eligible to participate in this tournament.
- h. Teams will be allowed two people not listed on the roster to be on the bench as

coaches/statisticians.

V. Tiebreaker Procedure

- a. The championship playoffs are determined by the following criteria:
 - 1. The top two teams from each pool qualify for the championship playoffs following pool play.
 - 2. If a tie exists, it will be decided as follows:
 - a. A team that forfeits is dropped to the lowest possible position among teams.
 - b. Head-to-head record.
 - c. The difference between total points scored versus total points allowed.

For example: A defeated B 30-20, B defeated C 30-29, and C defeated A 45-35.

<u>Team A</u>	<u>Team B</u>	<u>Team C</u>
30 20	20 30	29 30
<u>35 45</u>	<u>30 29</u>	<u>45 35</u>
65 65	50 59	74 65
DIFF=0	DIFF= -9	DIFF= +9

Thus, Team C finishes first. Team A finishes second and Team B finishes third.

- 3. If two teams are tied after calculating point differential, the head-to-head match-up of those two teams will break the tie.
- 4. If three teams are tied after calculating point differential, points allowed will be used to break the tie.
- 5. If three teams are still tied after calculating points allowed, a coin flip will be used as determined by Tournament Director.

VI. Ejections

- a. If any player is ejected from a game due to unsportsmanlike conduct, the captain of that team must meet with the Tournament Director's designee to determine the player's eligibility for the remainder of the tournament.
- b. Two technical fouls due to unsportsmanlike conduct on the same player in the same game will result in ejection.
- c. Any team receiving three unsportsmanlike technicals in one game will forfeit that game. The score of that contest will be recorded as 2-0 or as the actual point differential, whichever greater benefits the winning team.
- d. Three technical fouls due to unsportsmanlike conduct on the same team in the same game will result in a meeting with the Tournament Director's designee regarding further eligibility in the tournament.
- e. Any player accumulating three unsporting technicals during the tournament will be barred from further participation.

VI. Protests

- a. If a team wishes to protest because they believe a correctable error has occurred will do the following:
 1. Upon gaining possession, the team will call a time out, alert the game officials that they wish to protest and will state specifically what “correctable error” they think has been made.
 2. The game officials will alert the team that a) the error is not correctable or b) the error is correctable or c) they aren’t sure.
 - a. In a – the ball will immediately be put back in play and the team will not be charged with a time out. Teams are allowed this courtesy ONE TIME during the course of a game. A team making any subsequent requests that are not “correctable” WILL be charged with a timeout.
 - b. In b or c – the game officials will charge a timeout to the team and they will find a member of the Rules Committee who will make the final ruling.
 - c. If the error is indeed correctable, the error will be fixed and the team will not be charged with a timeout. If the error is not correctable, the team will be charged with and may use a timeout.
- b. Teams may not protest the fact that a player was ejected for unsportsmanlike conduct.
- c. Teams may not protest a judgment call of an official.

VII. Illegal Equipment

- a. Because of safety reasons, no players are allowed to wear necklaces (including hemp necklaces), rings, jewelry, barrettes, etc. while participating. There are no exceptions to this rule!!! Players are not allowed to cover jewelry with tape or BAND-AID.
- b. Pants or shorts with any pockets, belts, or belt loops are illegal. Shorts with pockets may be turned inside out and worn legally, as long as there is no pocket-opening on the reverse side (i.e. dangling pockets are acceptable).
- c. No type of hat, cap, etc. may be worn other than a sweatband. Bandannas and “do rags” will not be allowed as sweatbands. Sweatbands must be one continuous piece of material. Pieces of cloth tied in a knot are not allowed as a sweatband.
 1. Also, players may not wear hair clips that are made of any metal or plastic substances. Only rubber bands are allowed to hold hair back.

VIII. Injuries & Blood Policy

- a) If the clock or game is stopped because of injury or blood, the player must come out of the game until the next dead ball. In accordance with NFHS rules, a team may “buy” a player back into the game by using a time-out, provided that player is ready to play at the end of the time-out.
- b) Clothing soiled with blood must be removed; it may not be taped over.