



## Official Tournament Rules

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### NJHS FEDERATION RULES GOVERN PLAY SUBJECT TO THE FOLLOWING MODIFICATIONS:

#### 1- WARM-UPS:

- ◆ Teams are to arrive on site 30 minutes prior to their scheduled game time.
- ◆ A 3 minute warm up period will be provided prior to each game. We encourage teams to stretch and get loose while they wait for the previous game to end. Warm ups may begin as soon as the preceding game has ended.
- ◆ Teams must provide their own basketball for warm ups. We do not provide basketballs for use throughout the tournament
- ◆ Dunking during warm-ups or at halftime is strictly forbidden. The team will be subject to a technical foul penalty if this instance occurs.

#### 2- SCOREKEEPING/ OFFICIALS:

- ◆ Garden State Basketball provides 2 officials and 1 official scorekeeper for every game.
- ◆ Teams are encouraged to keep their own books as well. Designated scorekeepers are to sit at the scorers table. This is ensure that there will be no disputes over the accuracy of the score and/or fouls and remaining time-outs. It is to your teams benefit to provide your own scorekeeper.
- ◆ Our scorekeeper is the official book and all disputes default to what our scorekeeper.
- ◆ Disputes should be addressed immediately. If no resolution can be found by the referees and scorekeepers then the Site Manager is to be called upon for the official ruling.
- ◆ Our pre-printed scoresheets designate Home/Away teams. Please review prior to the start of your game.

#### 3- GRADE DIVISION RULINGS:

- ◆ Pressing and Zone Defenses are allowed at all levels. However running up the score and blowouts are strongly discouraged. The maximum points your team will receive for a win is +15 so there is no point of running up the score past that total.
- ◆ 9<sup>th</sup> Grade through 12<sup>th</sup> Grade will play two-16 minute halves.
- ◆ 3<sup>rd</sup> Grade through 8<sup>th</sup> Grade will play two- 14 minute halves.
- ◆ All games are STOPPED CLOCK. The clock will run on the referees mark and will stop on all referee whistles.
- ◆ The scorekeeper will institute a running clock ONLY in the last 5 minutes of the 2<sup>nd</sup> half when a lead has reached 20 points or more. Once the lead is under 20 points stopped clock is re-instituted.
- ◆ Official sized game balls (29.5) are used for Boys in grades 7-12. Boys in grades 3-6 will use a 28.5 sized ball by rule unless BOTH coaches agree upon using the 29.5. All Girls grades will use the 28.5 sized ball

#### 4- GAME TIMES AND FORFEITURES:

- ◆ As stated above teams are to arrive **30 minutes prior** to their scheduled game time.
- ◆ Games do start early on occasion. Teams are encouraged to stay in the gym or nearby. Games will not start early unless both coaches agree to start.
- ◆ Teams are given a **15 minute grace period after the scheduled game time** and will forfeit the game if they cannot field a team by that time.
- ◆ The winning team will receive a Win and a +15 and the forfeited team will receive a Loss and a -15

#### 5- PERSONAL/TEAM/TECHNICAL/ FLAGRANT FOULS:

- ◆ Player disqualification at all levels is on the 5<sup>th</sup> personal foul
- ◆ Teams will shoot the bonus and double bonus on the 7<sup>th</sup> and 10<sup>th</sup> fouls of each half. Team fouls reset at halftime.
- ◆ All technical fouls result in 2 free throws plus possession of the ball. A player and/or coach will be ejected from the game and must leave the gym on the second technical foul of that game.
- ◆ Flagrant Fouls will be penalized the same as Technical Fouls with 2 free throws plus possession. In addition to this players/coaches may be ejected from the game for their actions. Fighting is strictly prohibited and players and/or teams may be disqualified from the tournament. The following penalties will be assessed: 1<sup>st</sup> fight= player or players will be disqualified

from the tournament. 2<sup>nd</sup> fight= team will be disqualified from the tournament.

#### **6- TIME-OUTS:**

- ◆ Teams are given 4-30 second time outs per game. These can be used at any time during regulation play. All time outs are 30 seconds and are strictly enforced. Regulation time outs DO NOT carry over into overtime period(s).

#### **7- HALF-TIME:**

- ◆ Half-Time is 2 minutes in length. Teams are not to leave the bench area and are to be ready to play again once the half time buzzer sounds.

#### **8- OVERTIME PERIOD(S):**

- ◆ The first overtime period is 2 minutes in length. The clock will run for the first minute and will be stopped for the last minute of the overtime period.
- ◆ Teams are given 1-30 second overtime time out.
- ◆ Unused time outs from regulation DO NOT carry over to overtime. If you do not use them, you lose them!
- ◆ In the event of multiple overtime periods the same procedures listed above will repeat until a winner is determined. Time outs in overtime DO NOT carry over to the next overtime period. 1 max per O.T.

#### **9- TIE-BREAKING PROCEDURES**

- ◆ A maximum of plus/minus 15 points is awarded to each team based on the final score/outcome of each game.
- ◆ Teams will advance to championship rounds based upon the following criteria:
  - Record (total wins and losses from pool play match ups)
  - Point Differential (the total amount of plus and minus points from wins and/or losses from all pool play games get added up to find this number)
  - Head to Head (If 3 or more teams are tied with the same record)
  - Head to Head (two teams only)
  - Total Points Allowed (total from all pool play games)
  - Total Points Scored (total from all pool play games)

#### **10- TEAM/PLAYER RULINGS: (UNIFORMS, PLAYERS, SPORTSMANSHIP, CONDUCT)**

- ◆ Players are only allowed to play on 1 team. However a player may also play on an additional team as long as it is ABOVE their age/grade group and/or within their same program/organization.
- ◆ Each team must wear uniforms/jerseys that are of the same color and with designated numbers on the front or back. Failure to do so will result in technical fouls for each player without the proper color and/or number.
- ◆ Players are not allowed to wear jewelry of any kind during the game. Tape or band-aids over earrings is not allowed. All jewelry must be taken out or the player will not be allowed to participate.
- ◆ Player mouth guards are not mandatory but certainly are recommended for safety.
- ◆ All players, coaches and spectators are expected to show respect towards game officials, players, fans and tournament 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 time 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 general set a good example of 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.

## **ALL YEAR ROUND GARDEN STATE BASKETBALL NEVER STOPS**

