

GENERAL PLAYING RULES

2017 Jets/Jetts Basketball Tournament

All games played under 2016-2017 **National Federation High School Basketball Rules** unless otherwise stated below.

Start of Game

- Games shall start promptly as scheduled. Forfeiture is declared after a **10-minute grace period**.
- Four (4) players may start the game but the fifth must check in with the scorekeeper by the end of the 1st half, otherwise forfeiture is declared. The fifth player does not have to play the 1st half to play in the 2nd half.

Protests

- All decisions by the game officials are final. Scores reported on the official score sheets are official and final.
- Protest of rules and regulation infractions will be accepted at the time of the infraction. Protests must be lodged with the GYM COMMISSIONER at the time of the infraction. If the protest is upheld, the teams shall abide by the Gym Commissioner's decision.

Length of Games

- All divisions: Two 20-minute halves of running time.
- If the margin at the **2:00** minute mark of the 2nd half is less than **16** points, STOP TIME will be initiated.
- **5-minute break** between halves.
- The clock shall be stopped upon request of an official (referee, gym commissioner, and scorekeeper).

Extra Periods (Overtime)

- If regulation game ends in a tie, a 2-minute extra STOP TIME period shall be played after a 1-minute break.
- If the extra period ends in a tie, a SUDDEN DEATH STOP TIME period shall be played after a 1-minute break.
- For Championship games, 2-minute extra periods with alternating 1-minute breaks shall be played until a winner is determined.

Time Outs:

- Each team is allowed two (2) 1-minute and two (2) 30-second timeouts per regulation game.
- Each team is allowed one (1) 30-second timeout per extra period. No carryover of unused timeouts.
- Only players on the court or a coach from the bench may call a timeout.

Three Point Goals

Allowed if the court is marked with a permanent 3-point shot line.

Shot Clock:

30 second (COED, Women, & Men ONLY) upon the request of either team

Minimum Playing Time:

Not Required.

Decorum

- Uniforms: All jerseys shall be numbered. They shall be tucked in except those specifically designed for outside wear. Be prepared for alternate color uniforms. **Home teams wear the light color uniform.** Undershirts shall be the same or similar color as the jersey.
- Player Conduct is the sole responsibility of their coach. Any or all misconduct may result in disqualification at the discretion of the referee(s).
- Trash Talking. Absolutely forbidden. A warning is issued for the 1st offense. A 2-shot Technical Foul and the ball given to the opposing team is issued for a 2nd offense. Team Forfeiture and Expulsion from the tournament is issued for the 3rd offense.
- Fighting. Team(s) forfeiture and expulsion from the tournament. Individual(s) or team(s) will be suspended up to 2 years from the tournament.
- Bench Clearing. Not tolerated and will be penalized according to the NFHS Basketball Rules.
- Coaches and Spectators
 - Show respect for players, referees and other coaches.
 - Respect and honor the integrity and judgment of the referees.
 - Be competitive but display good sportsmanship – no mercy rule but display mercy.
 - Any misconduct can result in disqualification at the discretion of the referee or Gym Director.

Other

- No official score kept for the Novice Divisions.
- Regulation height rims will be used for 2nd Grade and above.
- No food or drinks (except water) will be allowed in the gyms.
- No Heelys or other similar footwear will be allowed in the gyms.
- Players can only play on one team.

Tie Breaker Rules

4-TEAM DIVISIONS: Possible Ties: 2-way or 3-way tie for 1st place, 3-way tie for 2nd place

2-way tie: Championship goes to the winner of the game between the two teams.

3-way tie: (1) Least points allowed in winning games,
(2) Lowest margin of loss in common games,
(3) Highest total points scored in common games,
(4) Declare teams co-champions and no second place awarded.

6-TEAM DIVISIONS: 3-way tie at end of third round (2 -1).

(1) Least points allowed in winning game of round 2 and 3,
(2) Lowest margin of loss in round 2 and 3,
(3) Least points allowed in second half of both games in round 2 and 3.

Boys Game Rules Exceptions

FULL COURT DEFENSE - Novice and BOYS 2nd, 3rd and 4th grade divisions

- Prohibited.
- Referee shall give two (2) warnings to the defensive team. A technical foul is assessed for each infraction thereafter.
- In the final two (2) minutes of 4th grade games with a point spread less than 12 points and overtime periods, full court defense is allowed.

FAST BREAKING – Novice and BOYS 2nd, 3rd, and 4th grade divisions.

- When the point spread in any game exceeds 13 points, fast breaking by the team with the lead will not be allowed.
- Referees shall give two (2) warnings to the leading team. Thereafter the leading team will lose its possession.
- Fast breaking can be resumed when the lead is lowered to 10 points.
- When the point spread exceeds 18 points, the leading team cannot defend outside the 3 point line and forced changes of possession will not be allowed outside the 3 point line. If the ball changes possession outside the 3 point line, possession will be returned to the trailing team. Defense outside the 3 point line can be resumed if the lead is lowered to 10 points.

BALL SIZE:

- The 27 inch ball shall be used by the Novice division.
- The 28.5 inch ball shall be used by the 2nd, 3rd, and 4th grade divisions.
- The 29.5 inch ball shall be used by 5th grade and older divisions.

FREE THROW LINE:

- **Novice:** Bottom of the free throw circle but **may pass over** on follow through without the intent of gaining unfair rebounding advantage.
- **2nd and 3rd grades:** Bottom of the free throw circle but **may not pass over**.
- **4th and 5th grades:** Regulation line but may pass over the line on follow through without intent of gaining rebounding advantage.

Girls Game Rules Exceptions

1. **FULL COURT DEFENSE:** Prohibited in Novice, GIRLS 2nd, 3rd, and 4th Grades.

- Referee will give 2 warnings to the defensive team. A technical foul is assessed for each infraction thereafter.

2. **BALL SIZE.**

- The 27 inch ball shall be used by the 2nd grade and younger divisions.
- The 28.5 - 29 inch ball shall be used by the 3rd grade and older divisions.

3. **FREE THROW LINE:**

- **Novice:** Bottom of the free throw circle but **may pass over** on follow through without the intent of gaining unfair rebounding advantage.
- **Midget 2nd and 3rd grades:** Bottom of free throw circle but **may not pass over**.
- **Midget 4th and 5th grades:** Regulation line but may pass over the line on follow through without the intent of obtaining a rebounding advantage.