

GENERAL PLAYING RULES

2012 Jets/Jetts Basketball Tournament

All games played under 2012-2013 National Federation High School Basketball Rules unless otherwise stated below.

1. **Start of Game**
 - a. Games shall start promptly as scheduled. A **forfeiture** is declared after a **10-minute grace period**.
 - b. Four (4) players may start the game but the fifth must check in with the scorekeeper by the end of the 1st half, otherwise a forfeiture is declared. The fifth player does not have to play the 1st half to play in the 2nd half.
2. **Protests**
 - a. All decisions by the game officials are final. Scores reported on the official score sheets are official and final.
 - b. 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.
3. **Length of Games**
 - a. All divisions: Two 20-minute halves of running time.
 - b. If the margin at the **2:00** minute mark of the 2nd half is less than **16** points, STOP TIME will be initiated.
 - c. **5-minute break** between halves.
 - d. The clock shall be stopped upon request of an official (referee, gym commissioner, or scorekeeper).
4. **Extra Periods (Overtime)**
 - a. If regulation game ends in a tie, a 2-minute extra STOP TIME period shall be played after a 1-minute break.
 - b. If the extra period ends in a tie, a SUDDEN DEATH STOP TIME period shall be played after a 1-minute break.
 - c. For Championship games, 2-minute extra periods with alternating 1-minute breaks shall be played until a winner is determined.
5. **Time Outs.**
 - a. Each team is allowed 2 1-minute and 2 30-second timeouts per regulation game.
 - b. Each team is allowed 1 30-second timeout each extra period. No carryover of unused timeouts.
 - c. Only players on the court and a coach from the bench may call a timeout.
6. **Three Point Goals:** Allowed if the court is marked with a permanent 3-point shot line.
7. **Shot Clock:** None
8. **Minimum Playing Time:** Not Required.
9. **Decorum**
 - a. **Uniforms:** All jerseys shall be tucked in except those specifically designed for outside wear. Be prepared for alternate color uniforms. **Home teams wear the light color uniform.** The team on the right side of the schedule is the HOME TEAM. Undershirts shall be the same or similar color as the jersey.
 - b. **Player Conduct** is the sole responsibility of their coach. Any or all misconduct may result in disqualification at the discretion of the referee(s).
 - c. **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.
 - d. **Fighting.** Team(s) forfeiture and expulsion from the tournament. Individual(s) or team(s) will be suspended up to 2 years from the tournament.
 - e. **Bench Clearing.** Not tolerated and will be penalized according to the NFHS Basketball Rules.
 - f. **Coaches and Spectators**
 - I. Show respect for players, referees and other coaches.
 - II. Respect and honor the integrity and judgment of the referees.
 - III. Be competitive but display good sportsmanship.
 - IV. Any misconduct may result in disqualification at the discretion of the referee or Gym Director.
10. **Other**
 - a. No official score kept for the Novice Divisions.
 - b. Regulation height rims will be used for 2nd Grade and above.
 - c. No food or drinks (except water) will be allowed in the gyms.
 - d. No Heelys or other similar footwear will be allowed in the gyms.

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 second round (1-1).

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

Boys Game Rules Exceptions

- FULL COURT DEFENSE:** Prohibited for Novice and BOYS 2nd, 3rd and 4th grades divisions.
Referee shall give two (2) warnings to the defensive team. A technical foul is assessed for each infraction thereafter. However, in the final two (2) minutes and overtime periods of 4th grade games, full court defense is allowed.
- BALL:** The 27 inch ball shall be used by the Novice division.
The 28.5 inch ball shall be used by the Midget 2nd, 3rd, and 4th grade divisions.
The 29.5 inch ball shall be used by Midget 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.
Midget 2nd and 3rd grades: Bottom of the 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 intent of gaining rebounding advantage.

Girls Game Rules Exceptions

- FULL COURT DEFENSE:** Prohibited in Novice, GIRLS 2nd, 3rd, 4th and 5th Grade BRONZE divisions.
Referee will give 2 warnings to the defensive team. A technical foul is assessed for each infraction thereafter. However, in the final two (2) minutes and overtime periods of Girls 5th grade BRONZE game, full court defense is allowed.
- BALL:** The 27 inch ball shall be used by the Midget 2nd grade and younger divisions.
The 28.5 - 29 inch ball shall be used by the Midget 3rd 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.
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 gaining a rebounding advantage.

COED Game Rules Exceptions

- Ten (10) second back court (Boy's rule).
- Ball:** The 28.5 – 29 inch ball (Women's ball) shall be used.
- Boys are not permitted to shoot or attempt a put-back in the paint.
- Boys are not permitted to block a girl's shot. These blocked shots shall count as a basket and the ball shall be awarded back to the offensive team.
- At least three (3) girl players from each team must be on the court at all times.