

JETS/JETTS RMM BASKETBALL TOURNAMENT



PLAYING RULES

All games played under 2026-2027 National Federation High School Basketball Rules unless otherwise stated below.

Start of Game

- Games shall start promptly as scheduled. A **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 start of the 2nd half, otherwise a 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 Tournament Director at the time of the infraction. If the protest is upheld, the teams shall abide by the Tournament director's decision.

Length of Games

- Two **20-minute** running time halves.
- **STOP TIME** will be initiated if the score margin at the **2:00** minute mark of the 2nd half is less than **16** points.
- **5-minute break** between halves.
- The clock can be stopped upon request of an official (referee, Tournament Director, 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 second **2-minute STOP TIME** period shall be played after a 1-minute break.
- If the second extra period ends in a tie, a **SUDDEN DEATH STOP TIME** period shall be played after a 1-minute break.

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 and a coach from the bench may call a timeout.

Shot Clock: **30 second** upon the request of either team

Minimum Playing Time: Not Required.

Decorum

- 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**. 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.
 - Any misconduct can result in disqualification at the discretion of the referee or Tournament Director.
- Players on Multiple Teams. Players are prohibited from playing on multiple teams within the Men and Women Divisions.

Other

- No food or drinks (except water) will be allowed on the gyms courts.

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: The following rules apply only to the games played between the tied teams.

- (1) Lowest point differential in losing game.
- (2) Lowest points allowed in winning game.
- (3) Highest points scored in winning game.
- (4) Declare teams co-champions and no second place awarded.

6-TEAM DIVISIONS:

Possible tie: **3-way tie** at end of second round (1 -1).

- (1) Lowest point differential in losing game
- (2) Lowest points allowed in winning game
- (3) Highest points scored in winning game
- (4) Coin toss between the teams still tied