

Silicon Valley Turkey Day Shootout

Tournament Rules: October 15, 2013 – rev f

	Division Ball Sizes	
27.5	28.5	29.5
-----	-----	-----
Boys - 3rd/4th	Boys - 5 th /6 th	Boys - 7 th /8th
Girls - 3rd/4th	Boys - 5 th /11u	Boys - 7 th /13u
	Boys - 6 th /12u	Boys - 8 th /14u
	Girls - 5 th //6 th	
	Girls - 7 th /8th	
	Girls - 5 th /10u	
	Girls - 6 th /11u	
	Girls - 7 th /12u	
	Girls - 8 th /13u	

The official rules for the tournament is the National Federation High School Rule Book. NJB has adopted the following supplemental rules to augment this tournament competition.

POINTS OF EMPHASIS:

- Coaches are required to:
 - Complete a online Team Roster of all players for their respective Division
 - Print a copy of the Team Roster to present to the scorekeepers for each game – a Team Roster printout must be presented before each game
 - Keep a copy of the players Birth Certificate (BC) or Report Card (RC) to present upon request if a player is challenged – players qualify for a Division by age (BC) or grade (RC)
 - All challenges of a player's eligibility must be done before the game
 - Use of an illegal player in a game forfeits the game and may warrant exclusion from future NJB tournaments and leagues
- Limit 3 bench coaches including the statistician – only 2 coaches get free entry to their games**
- Only participating game coaches and players are allowed on the bench during the game**
- A player may participate on only one team**
- A copy of the online Roster must be presented to the scorekeeper prior to the game
- Uniform Dress Code is in effect. ALL shirts worn under the uniform top MUST match the predominate color of the uniform top. This includes the cut-off under shirts. **A team Technical Foul may be assessed for each occurrence of a player not meeting the Dress Code**

7. All teams **MUST** have reversible uniforms or two sets of uniform tops (light and dark)
8. Home teams wear light color; Visitor wears dark. Home team is top team in the brackets or the first team listed in the schedule
9. Home team sits left of score table (sitting at Score Table looking at court)
10. Teams **MUST** remove all water, Gator Aid bottles and other items as to not leave debris when departing the bench area after their game. Please be considerate of the next team using the bench
11. Head Coach and any player on the court may call a Time-out during the game
12. **Only the Head Coach is allowed to stand during the game**
13. A Game cannot start with 4 Players but can end with 4 Players
14. Game Playing Time – Stop Clock:
 - 8 – Minute Periods (4 Periods)
 - 3 Minutes Half-TimeOvertime Periods:
 - 1st overtime 2 minutes
 - 2nd overtime 1 minute
 - 3rd overtime = Sudden Death – first to score wins!
 - 5 minute minimum team warm-up time for each game
15. Time-outs for the Game:
 - 2 – Regular Timeouts – 1 minute
 - 1 – 30 Second Timeouts per game
 - 1 – 1 minute Timeout each overtime period
 - No carryover of Timeouts to overtime periods
16. Free Throws:
 - 7th Team Foul – One & One Bonus each Half
 - 10th Team Foul – Double Bonus
 - 3rd/4th Grade Free-Throw line will be mark 3' inside of the regular Free-Throw line. Players will be allowed to touch the line
 - 3rd/4th Grade Players can line up in the lower lane spaces because the Free-Throw line is below the regular Free-Throw line – no players may line up in the top spaces next to the Free-Throw shooter
 - **3rd/4th Grade is only Division that “WILL” occupy the lower block spaces**
17. No shot clock
18. **Player participation – No Guaranteed Playing Time. Free substitution**
19. Tie Breaker:
 - Two (2) teams tied:
 - Head-to Head determines the winner
 - Teams tied no Head-to-Head:
 - Point differential (maximum of 13 points) will be enforced
 - The point differentials of each game are totaled and teams are ranked
 - The team with the lowest total is eliminated

20. The 10 second backcourt rule and the mid-court line rule ("over and back") will also apply to the Girls Tournament
21. Full-Court press – **All Level 1 Teams and all 7th & 8th Grade Teams:**
- Allowed anytime during the game
22. Full-Court press – **Level 2 - 5th & 6th Grade Teams:**
- No Back-Court pressure allowed in the 1st & 2nd Periods
 - Half-Court pressure is allowed in 1st & 2nd Periods
 - Full-Court pressure allowed in the 3rd & 4th Periods
23. Full-Court press – **Level 2 - 3rd & 4th Grade Teams:**
- No Back-Court pressure allowed in the 1st, 2nd & 3rd Periods
 - Full-Court pressure allowed in the 4th Period
24. Man-to-Man or Zone Defense allowed anytime during the game – applies to all Division Levels
25. Mercy Rule – If a team has a 20 point lead at any time:
- The clock will become a running clock, except for time-outs
 - The clock will become a regulation clock if the point difference reaches 10 points or less
 - No full-court defensive press during the mercy rule. Teams may begin their defense at the hash mark near mid-court - goal is to allow the team to get the ball cross half-court
26. A team and/or player are subject to immediate disqualification from the tournament for any misconduct deemed inappropriate, unacceptable, unsafe and /or abusive by the tournament staff. This includes, but is not limited to, defacing and/or destruction of playing site property, trashing team bench area, fighting, unsportsmanlike play and/or conduct, or ineligible players. Any disqualification is the sole decision of the Host Tournament Officials. No refunds will be issued in the event of disqualification:
- The conduct of players and coaches should be above reproach both on and off the court. Any misbehavior or misconduct, on or off the court, will be subject to individual and/or team disqualification from the tournament
 - Each coach will be responsible for all members of his/her team, including all parents and Team fans
27. Tournament Gate Charges – Day Pass:
- \$7.00 – General Admission (18-64)
 - \$3.00 – Senior's (65 & above)
 - \$3.00 – Childs & Teens (7-17)
 - Free – Kids (6 & under)

Good Sportsmanship is Always First!