

**INVITATIONAL
BASKETBALL TOURNAMENT**



TOURNAMENT RULES

HOLY SPIRIT INVITATIONAL BASKETBALL TOURNAMENT RULES

Revised 2018

The National Federation Rule Book used by the Idaho High School Sports Athletic Association with the following amendments will govern play.

Good sportsmanship is one of the attributes this tournament aspires to teach our youth. As such, good sportsmanship and Christian behavior, both on and off the court, is expected of coaches, players and fans.

RULE 1 - ELIGIBILITY OF PLAYERS

A. All players must be receiving instruction in Catholicism, either through their attendance in a Catholic school or through a formal religious education program through the parish. We ask each parish to please enforce this participation policy to ensure that this tournament maintains its original focus. Coaches are responsible to see that these requirements are met. **Discovery of ineligible players will result in their dismissal from the tournament.**

- A. 1. A limited number of 3rd grade players may be used to complete a 4th grade team, by approval from the Tournament Director (no more than 50%).
- A. 2. Players in the 5th or 6th grade will play in the *Senior Division* and players in the 4th grade will play in the *Junior Division*.
- A. 3. All co-ed teams will play in the boys division depending on the grade of the players.
- B. Players **must** remain on the same team for the entire tournament. Players can play up but not down.
- C. All teams must have reversible or an alternate jersey with numbers on both front and back.

RULE 2 - NUMBER OF COACHES

- A. Only two persons are allowed on the bench, with only one coach up at a time. The coaching box is restricted to the length of the bench.
- A. 1. Coaching is only allowed from the bench; additional people may not coach from the sidelines.

RULE 3 - TIMING OF THE GAME

- A. The game consists of two, eighteen-minute halves of running clock play and one two-minute halftime. The **clock will always stop** for any of the following:
- A. 1. Player injury.
 - A. 2. Technical foul of any kind.
 - A. 3. Official's timeout.
 - A. 4. All whistles during the last two minutes of the 2nd half, unless the leading team score is ahead by greater than 15 points or more.
 - A. 5. All whistles during the entire overtime.
- B. Overtime periods are two minutes long. If the game is tied at the end of two overtimes, the third overtime will be sudden death with the first team to score off a jump ball declared the winner only during pool play. During bracket playoff there is no limit to the number of overtimes. Play will continue until a winner is declared by score.

C. Coaches and players can call timeouts. Each team will receive three 60 second timeouts per game. Each team will have only one available per overtime period.

D. Injury timeouts are granted to allow the injured player to be assisted by the coach, parent, or medical personnel. Any player requiring an injury timeout must be taken out of the game until the next substitution break.

RULE 4 - BALL SIZES

A. All divisions will use a ball size = 28.5 “

RULE 5 - DEFENSE AND OFFENSE

A. High school rules and all defenses will be permitted from the beginning of the game unless a team is ahead by 15 points.

B. Once ahead by 15 points or greater, full-court press and half-court traps are prohibited. If the score once again drops below a 15 point spread then any and all defenses are permitted until the score difference is once again 15 points or greater.

C. Penalty for a violation of any of the above will be one warning. Subsequent violations will be assessed as a technical foul which included two points and possession of the ball.

RULE 6 - SUBSTITUTIONS

A. Free substitutions will be allowed the entire game. Players must check in at the scorer's table and wait for an official referee to signal them to enter the game.

A. 1. No restrictions are placed on playing time, but coaches are encouraged to involve all participants in the game.

RULE 7 - FOULS, FREE THROWS, PENALTIES, THREE-POINT SHOT

A. Fouls occurring during continuous clock time, before the final two minutes of the game, will be enforced as follows:

A. 1. Non-shooting fouls charged to the defense result in the continued possession of the ball by the offense.

A. 2. Fouls charged to the offense result in the loss of the ball to the defense.

A. 3. Shooting fouls charged to the defense on a missed basket try result in one free throw for two points (one free throw for three points on a three-point field goal attempt). If the basket is made and shooter is fouled, the basket counts for either two or three points. One bonus point is also awarded and the defense gets the ball.

A. 4. Once a team reaches seven fouls in a half, one free throw for two points will automatically occur (ie. one-and-one or bonus).

B. Fouls occurring during the final two minutes of the game, will be enforced as follows:

B. 1. During the final two minutes and the entire overtime period, all non-shooting fouls under 7 team fouls will be awarded the ball out of bounds.

B. 2. Team fouls between 7 and 9 occurring during the final two minutes of the 2nd half and the entire overtime period will be awarded a one-and-one free throw opportunity.

B. 3. Beginning with foul 10 occurring during the final two minutes of the 2nd half and the entire overtime period will be awarded two shots.

C. The *Junior Division* will shoot from a line two feet closer to the rim of the basket.

D. A player will “foul out” of a game upon receiving their 5th personal foul.

E. The three-point shooting arc as marked on the court will be in play for each game in each age division.

RULE 8— TECHNICAL FOULS AND PENALTIES

A. Technical fouls are personal fouls and also count as team fouls. The penalty for a technical foul has the offended team receiving two free throws and possession of the ball. Technical fouls on bench personnel are charged to the head coach. If a coach receives two technical fouls in the tournament, the coach (not the team) is removed from the tournament.

B. The first technical foul on any player requires that player to sit out a minimum of two minutes.

C. Two technical fouls on a player or coach in one game disqualifies that player or coach from further participation in that game.

D. Fan harassment of referees is unsportsmanlike, and will not be tolerated. If your fans are unruly, and disrespectful toward game officials, a technical foul will be charged to the bench.

E. None of the above will apply to violations of the defensive play rules.

F. Only two coaches are allowed on the bench, with only one up at a time. Coaching box is restricted to the length of their team bench.

G. The decision of the official or officiating crew is final and no appeal is allowed.

RULE 9— MERCY RULE

If a team is losing by 25 points at any point in the last five minutes of the game, the game will called.