



2019 ECU NIRSA Basketball Regional Tournament Rules

Current National Federation of State High School Association (NFHS) rules will apply with modifications or exceptions as indicated below

Pre-Game

1. On all game schedules there is a game time. Please report to the scorer's table on each court area 15 minutes prior to game time. Please be advised that this is to speed up the sign-in procedure and should allow your team extra warm-up time prior to the game. **GAME TIME IS FORFEIT TIME.**
2. A team winning a game by forfeit will receive a score of 2-0 when determining advancement/seeding from pool play.
3. All players must present a valid picture ID at each game to the game staff (examples include a driver's license or student ID)
4. Only players and up to two coaches will be allowed to sit on the bench during games. Spectators are expected to view the game from the designated spectator viewing area.

Equipment It is prohibited for a player to wear equipment which would be considered dangerous to one's self or to another player. Examples of this type of equipment include, but are not limited to:

1. Hard casts.
2. Jewelry. Note: Medical alert bracelets, medical alert necklaces, and religious medallions are not considered jewelry, but must be secured to the body with tape. In all cases, the officials may deem any article illegal equipment if they feel it poses a hazard to either the player or his/her opponents.
3. Hard or unyielding items to control hair.
4. Any headwear with the exception of headband.

Timing

1. The game shall consist of two 20-minute halves.
2. The clock will run continuously until the last two minutes of each half when it will stop for all fouls, violations, and time-outs. [Exception: if a team is ahead by 15 or more points anytime during the last two minutes of the second half, the clock will continue to run without stopping until the point differential is below 15 pts.].
3. Halftime will be five minutes in length.
4. Each team is permitted three time-outs per game; each one minute in length.

Overtime

1. If the score is tied at the end of the second half, play shall continue without a change of baskets for one or more extra periods with a one-minute intermission before each extra period. As many such periods as are necessary to break the tie shall be played.
2. The length of each extra period shall be three minutes. Extra periods are an extension of the second half.

3. The clock will run continuously until the last minute of each extra period when it will stop for all fouls, violations, and time-outs.
4. Each team is allowed one time-out, one minute in length for each overtime period.
5. Time-outs not used during regulation play cannot be used during the overtime period(s).
6. Personal and team fouls do carry over to the overtime period(s).
7. Each extra period will begin with a jump ball.

Fouls & Penalties

1. Any player charged with a fifth foul, two technical fouls, or any flagrant foul shall be disqualified from the game and may be ejected from the facility.
2. A bonus free throw shall be awarded for each common foul (except a player control foul or team control foul) committed by a player of a team beginning with that team's 7th foul in a half, provided the first attempt is successful. A player control foul is counted as a team foul for reaching the bonus.
3. Two free throws shall be awarded for each common foul (except a player-control foul and team-control foul) committed by a player of a team beginning with that team's 10th foul in a half. A player control foul is counted as a team foul for reaching the bonus.
4. Two free throws will be attempted for intentional fouls, technical fouls (except double technical fouls and simultaneous technical fouls by opponents) and flagrant fouls. The offended team gets possession of the ball after the free throws have been attempted.
5. Dunking is illegal during pre-game, and/or the halftime warm-up period and/or the post-game period. Grasping the rim is also illegal [except to prevent injury] and is penalized in the same manner as dunking. The player that dunks or grasps the rim will be charged with a technical foul. The opposing team will be awarded two free throws and possession of the ball.

Free Throws

1. During a free throw, all players will move up one marked lane space, leaving the two spaces closest to the end line vacant. The defense must occupy both lane spaces above the blocks.
2. Free-throw restrictions for players in a marked lane space end when the thrower releases the ball. Free-throw restrictions for all other players end when the ball touches the ring or backboard or when the free throw ends.

Sportsmanship Good sportsmanship is vital to every contest. The team coach/captain is responsible for the actions of all team members and for any spectators directly related to the team BEFORE, DURING and AFTER the game. Note: A technical foul can be issued before, during, and after the game for unsportsmanlike behavior. Any player/team that is disqualified from a game for unsportsmanlike behavior must meet with the Tournament Championship Committee prior to being reinstated to play.

Players and teams who accrue a number of unsportsmanlike conduct fouls (technical fouls) will be disqualified from games and suspended from further participation in tournament games as follows:

1. One player receives 2 unsportsmanlike conduct fouls or a flagrant foul during a game. Penalty: Disqualification from that game, suspension from the team's next game played, and probation for the remainder of the tournament.
2. Fighting – Each player involved will receive 2 unsportsmanlike conduct fouls for the game. Penalty: Disqualification from that game, suspension from the team's next 2 games played, and probation for remainder of the tournament.

3. One player receives 3 unsportsmanlike conduct/flagrant fouls during the tournament. Penalty: The player is disqualified from that game and suspended from the remainder of the tournament.
4. One team receives 4 unsportsmanlike conduct/flagrant fouls during the game. Penalty: The team forfeits the game and is on probation for the remainder of tournament.
5. One team receives 5 unsportsmanlike conduct/flagrant fouls during the tournament. Penalty: The team is dropped from the tournament.
6. Unsportsmanlike fouls assessed against spectators will be “charged” to the team captain.

Protests In the case of a misapplication or misinterpretation of a rule by the game officials, teams will have the ability to call a time-out and protest the decision.

If a team wishes to protest because they believe a correctable error has occurred they will need to do the following:

1. Upon gaining possession or during any dead ball period, the team will call a time-out, alert the game officials that they wish to protest and will state specifically what “correctable error” they think has been made. This must occur no later than during the first dead ball after the clock has been properly started following the error.
2. If the error is indeed correctable, the error will be fixed and the team will not be charged with a timeout. If the error is not correctable, the team will be charged with and may use a timeout.

Note: If no timeouts remain, the protesting team will be charged with a technical foul. All decisions made by the Rules Committee will be final.

Protests concerning player eligibility must be made to tournament administration immediately upon discovering there may be an eligibility issue. The Tournament Championship Committee will rule on this type of protest. Teams may not protest the fact that a player was ejected for unsportsmanlike conduct. Teams may not protest a judgment call of an official.