

NGBA Tournament Rules

Timing of Games;

Two twenty (20) minute halves.

Continuously running clock except for:

Time outs called by either team or the referees.

Player Injury

Technical fouls

The final two (2) minutes of the second half, including successful field goals.

Except as follows:

A team is leading by greater than 12 points. Should a team get the score to 12 points or under, the clock will stop on dead balls.

Overtime periods:

Overtime periods will be for a total of three (3) minutes with a continuously running clock except for the last one (1) minute of the period dead-balls and made baskets.

Time-Outs

Each team will be allocated Two (2) Time outs per half.

One (1) Full & One (1) 30 second 2

Time outs do not carry over to second half or overtime periods.

Ball can be advanced to center court after time out during the last minute of the second half or overtime.

Time-outs may be used at any time during the game.

One additional 30-second time out will be allocated for each over time period.

Fouls

A player who obtains his/her SIXTH (6th) foul during the course of the game will be eliminated from further play during that game.

All technical fouls will count as a personal foul.

Ejection from a game for misconduct is ejection from tournament.

Tournament director and captains review can be requested.

Free Throws

The Number of players allowed to line up for Free Throws shall be as follows: 5 total: 2 offensive, 3 defensive.

Players will line up with defensive team above the bottom block.

Free Throws for Bonus and Technical Fouls

1. One plus the bonus will be awarded after the 7th team foul.

2. will be awarded after a team is assessed its 10th and subsequent team fouls.

(Team fouls will include personal and technical fouls)

3. One (1) free throw will be awarded for all technical fouls. Play will resume at point of stoppage of play.

Goal Tending / Illegal Touching of Ball above the Rim

1. Touch Ball on/Above the Ring: It is illegal to touch the ball while it is on the ring. It is illegal to touch the basket, backboard or support while the ball is on the ring. Hanging on the rim any time or dunking during warm ups is not allowed. **PLAYER WILL BE EJECTED FROM TOURNAMENT PLAY.** No exceptions.

2. Goal Tending: It is illegal to touch the ball in its downward flight on a shot. The ball is considered on its downward flight once it has hit the backboard.

Miscellaneous Rules and Regulations of note:

1. Three-Point Field Goal Distance: 19' 9" (NCAA).

2. Back Court Violation: This occurs after 10 seconds. If the ball goes out-of-bounds, the 10 second count resets.

3. Possession: There will be NO jump balls. "Arrow of possession" will be in operation.

4. Team rosters are limited to 9 persons, not including non-playing coaches, non-playing captains and non-playing bench personnel.

Substitutions

1. All substitutes need to report to the score bench. The substitute must be ready to play when they report to the bench (in uniform, ready to go on court). Once they report to

the bench, they are to take up a position beside the score bench (sitting down) waiting for the referee or umpire to beckon them on to the court.

2. Substitutions may occur if their team is receiving the ball after a violation or if the team with the ball is also substituting.

Turnovers and Common Fouls

1. The referees DO NOT have to touch or check the basketball on all turnovers and common fouls occurring in the backcourt.

2. Referees must check the basketball for all turnovers and common fouls in the frontcourt.

Technical Fouls, Unsportsmanlike like Conduct, Ejections

1. Technical Fouls will be assessed for the following:

a. Dunking during warm-up periods. (Dunks are allowed during games)

b. Slamming the ball or throwing other equipment.

c. Flagrant fouls:

Abusive language or unsportsmanlike like conduct towards a referee, tournament official or opposing team member.

d. Fighting

2. Ejection from the game will result from the following:

a. Two technical fouls assessed during the game. Means one game suspension in tournament.

b. Fighting (at the discretion of the referee).

1. (Punches thrown: HIT OR MISS)

2. NO REVIEW OR APPEAL. Control yourself.

3. Ejection from the tournament will result from:

a. Fighting.

Forfeits

All teams must be at their designated court twenty (20) minutes prior to scheduled game time. Games will start 5 minutes immediately following the conclusion of the previous game, even if that is earlier than the scheduled game time.

1. Forfeits for delay in a teams arrival at a court for a scheduled game will jointly be decided by the game official and Tournament Director;

however no game will start more than 10 minutes after the tournaments scheduled start time for that game

(Unless tournament director permits).

2. Teams must have a minimum of five (5) players to begin a game.

a. The game cannot continue with less than four (4) players.