



JORDAN HUBMEN BOYS CLASSIC TOURNAMENT RULES



High School basketball rules will be followed except as noted below.

Revised 10/22/22

1. JERSEY COLOR & SCOREKEEPERS

Each team must provide a scorekeeper. One person/team is responsible for operating the score clock, while the other will fill out the official score sheet.

Home Team: Listed on the top of the applicable game’s bracket or first in a pool play game; will wear **LIGHT JERSEYS**; and their scorekeeper is responsible for operating the score clock.

Visiting Team: Listed on the bottom of the applicable game’s bracket or second in a pool play game; will wear **DARK JERSEYS**; and their scorekeeper is responsible for filling out the official scoresheet.

2. TIMING FACTORS

- a. Each team is responsible to write their line up on the official score sheet at least 5 minutes prior to the start of the game. If numbers are not entered correctly or a number is not entered at all, a technical foul will be issued.
- b. A 5-minute warm-up is allowed before each game.
- c. Games will consist of two 20-minute, running-time halves with stop-time the last two minutes of the second half. Running time will be used in the last two minutes of the game only when one team is up by 20 or more points; stop time starts again when the score differential is 15 points or less.
- d. Halftime will be three minutes.
- e. Time outs are limited to three 60-second time outs per game. Time outs cannot be carried over into overtime.
- f. **Overtime Periods:** Each team will be awarded one time out for each overtime period with no carryover of unused timeouts. There will be a 60-second intermission between overtime periods.
 - a. The 1st overtime period will be two minutes, stop-time.
The 2nd overtime period will be played until the tie is broken (sudden death). **Exception:** All championships games will continue with 2-minute overtimes until there is a winner.
- g. **Grace Period:** Each team will be given a 5-minute grace period if not present at the scheduled game time. Teams that are not ready to play at the end of the grace period, with a minimum of 5 players, will forfeit the game.

3. EQUIPMENT

- a. **Free throws and ball size:**
Free throw shooters may not cross the free throw line until the ball hits the rim.

Grades	Free Throws	Ball Size
3-4	12 FT	27.5
5-6	15 FT	28.5
7-8	15 FT	29.5

The home team will supply the game ball.

- b. Teams are responsible for providing their own first-aid and sanitizing supplies.
- c. All jewelry must be removed **prior to** stepping onto the court. Players are **not** allowed to tape over any kind of jewelry (earrings, bracelets, necklaces, etc.).

4. PLAYING RULES

- a. **Free Throws:** Bonus shots will be awarded on the seventh team foul; double bonus on the tenth team foul each half.
- b. **Technical Fouls:** Two points and the ball will be awarded to the opposing team (do **not** shoot free throws on technical fouls). Technical fouls are counted as both individual fouls and team fouls.
- c. **Alternating Possession:** The alternate possession rule will be used in all jump ball situations, with the exception of the beginning of the game and the beginning of each overtime.
- d. **Defense/Pressing:**

Grades	Half-Court Defense	Full Court Defense
3-4	Person-to-Person Only	Not Allowed
5	Person-to-Person Only	Person-to-Person Only
6-8	No Restrictions	No Restrictions

Exception: **NO** teams may use a full-court press if they are ahead of their opponent by 20+ points.

Penalty: After the first warning, the penalty for each violation of this rule will be a technical foul.

- e. **Conduct:** Coaches are responsible for the actions of themselves, their players and their fans. Inappropriate behavior will not be tolerated. Unsportsmanlike conduct may result in game and/or tournament forfeiture. **No refunds will be provided.** Tournament Directors reserve the right to remove from the tournament premises, any individual displaying inappropriate behavior.
- f. **Ejection Policy:** Any player or coach that receives two technical fouls during any single game shall be ejected. Additionally, the referees shall have the right to eject any spectator that the referee feels is not demonstrating good sportsmanship. Any spectator ejected for any reason shall not be allowed to return for the remainder of the tournament. In the event of an ejection, the game will be stopped until the person(s) leaves. If they have not left after five minutes, the game will be called and the coach's, player's, or spectator's team will forfeit. Any coach or player picking up a third technical for any reason will be ejected for the remainder of the tournament. Any player, coach or spectator ejected for **flagrant unsportsmanlike conduct** will be ejected for the remainder of the tournament. Some examples of "flagrant unsportsmanlike conduct" include, but are not limited to fighting, repeated verbal abuse, intentional actions that inflict or intend to inflict bodily harm, cheating (such as use of an ineligible player), repeated use of profane language, etc.
- g. **Protests:** No protests are allowed. Referees will settle all disputes during the game.
- h. **Player Eligibility:** Players may only compete on one team during the tournament. Exceptions to this rule must be approved by the Tournament Directors.

5. TIE BREAKERS FOR POOL PLAY

Two-Way Tie – (1) head-to-head record, (2) highest point differential [pts scored minus pts allowed] 15pt maximum per game, and (3) team that gave up the fewest total points in all games.

More Than Two Teams Tied – (1) head-to-head record, (2) highest point differential [pts scored minus pts allowed] 15pt maximum per game, (3) team that gave up the fewest total points in all games, (4) once the first winning team has been determined, we take the remaining teams and repeat the tiebreaker process, and (5) this process is repeated until all finishing places are determined.

6. MISCELLANEOUS

- a. **Forfeit Policy:** Please make every effort to attend your scheduled games. If you need to forfeit a game, please notify the Tournament Director as soon as possible. **No refunds will be provided.**
- b. **Inclement Weather:** If hazardous weather conditions exist, the Tournament Director will communicate with each team representative. If your game is not canceled and you do not show up for your scheduled game, you will incur a forfeit. **No refunds will be provided if the tournament is cancelled or shortened because of hazardous weather conditions.**
- c. Teams not playing on the court, should refrain from shooting baskets during timeouts and half time.
- d. Please clean up all drink bottles and other garbage left on the benches after your games.
- e. Please do not dribble basketballs in the hallways or commons area.