

## Adult Men's Basketball League Rules

All National Federation of High School Rules apply with the following points of emphasis:

### Team Manager Check In/Equipment:

Team Manager must check in team at admissions gate inside Sports Expo Center at the National Sports Center – 1750 105<sup>th</sup> Ave. NE Blaine, MN 55449, prior to 1st game of 1st playing site. All necessary game information will be distributed there. We prefer teams arrive at least 30 minutes prior to game time.

- Home team will be the team listed on top or the left of the pool/bracket. Will need to wear light colored jerseys.
- All jersey numbers are eligible 0-99.
- No warm-up basketballs will be provided. Home team also provides the game ball.
- Home team will be required to keep the official book. Clock operators will be provided.

### What to Bring to Check In:

- Team roster. (Must have completed rosters to participate)
- Signed waivers sheet. (Players must sign waivers to participate. No exceptions)
- Each team must present their completed rosters and have paid their entry fee in full before playing their first game.

### Rosters:

All players must be listed on their team's roster, and have completed an NSC liability waiver to be eligible to play. Rosters are frozen May 18, 2018. All NSC liability waivers must be completed by the roster frozen date and players cannot be added to the team's roster after the roster frozen date. Any player without a completed NSC liability waiver after the frozen roster date will be crossed off the roster and is ineligible to play. If a player is found to be in violation of any of these rules, their team will be forced to forfeit. Random eligibility checks may be done at any time during the league. If a team is found to have an ineligible player(s), it will result in an immediate forfeit. It is incumbent upon all players to be able to produce a driver's license, passport or state ID at each game in the event that a player is challenged for eligibility. If you cannot provide documentation when challenged, your team must forfeit the game.

The minimum numbers of players is four players to start the game. If you do not have enough players you will forfeit that game. An ineligible player is: not listed on the roster, has not completed the NSC liability waiver, under the age of 18 and/or rostered on more than one team within the same division. Random eligibility checks may be done at any time during the league. If a team is found to have an ineligible player(s), it will result in an immediate forfeit.

### Length of Games:

- WARM-UPS - Warm ups will last 3-5 minutes.
- HALFTIME - Halftime will last 5 minutes.
- TIME - Games will be two 16 minute stop time halves.
- TIMEOUTS - Each team will be awarded 2, 60 second time-outs and 1, 30 second time-out per game. One time-out per overtime. No carryover of timeouts to overtime.
- RUNNING TIME - Will be in effect if a team is up by 20 points with 7 minutes left in the 2nd half. The clock will return to stop time if the score differential is brought back to 15 points or less.
- OVERTIME - The first overtime will be 2 minutes stop time. The second overtime will be 1 minute stop time. All subsequent overtime will be 1 minute stop time until a winner is declared.
- TIEBREAKERS - (1) Head to head, (2) Point differential, (3) Points allowed. Example: If there is a 3 way tie, the point differential is used to determine the champion. Head to head is used to determine 2nd and 3rd place. The max point differential is 15. Forfeits will be scored 15-0.

**Free Throws:**

- BONUS SHOTS - 1&1 will be shot on the 7th-9th team fouls and 2 shots on the 10th and her team fouls per half. Free throws will be played on the release.
- A player fouls out on 5 personal fouls.

**Rules & Other Enforcements:**

- Per NFHS Rules, if a player is ejected, they must SIT OUT the next game. **This rule will be enforced.**
- If a fan is ejected, they must NOT return to any contests until the following day. **This rule will also be enforced.**
- TECHNICAL FOULS - All technical fouls will award the opposing team 2 free throws and possession of the ball.
- PRESSING - Pressing is allowed.
- ZONE – Zone is allowed.
- ROSTER – All players must be listed on official roster or they will not be allowed to play. No double rostering with multiple teams.
- PROTESTS - No protests. Referees and tournament officials will settle all disputes on the spot. Tournament Director has the authority to override any rules.
- SHOT CLOCK – Championship game will be played with a 24 second shot clock.

**Pool Seeding and Playoff Format:**

Schedule will be posted as soon as possible for seeding of pools. Once seeding is complete, teams will be matched up for playoff games. #1 seeds will play #4 seeds and #2 seeds will play #3 seeds. We will post results of games on the game boards close to check in. Team managers can also email tournament director George Ellis at [GEllis@NSCSports.org](mailto:GEllis@NSCSports.org) for updated schedules.

- Playoff format is single-elimination.
- Tournament will conclude with a single champion and tournament MVP.