



## GRASSROOTS SHOWCASE GAME PLAY RULES

The Official Playing Rules will be the National Federation of State High School rules for the current year with the following modifications:

**PRINTED ROSTERS:** EACH TEAM IS RESPONSIBLE FOR PROVIDING (2) ACCURATE TYPED/Written ROSTERS TO THE SCOREKEEPERS BEFORE EACH GAME (NOTE: ROSTERS CAN BE PICKED UP AFTER THE GAME). **ANY TEAM THAT DOES NOT PROVIDE A TYPED OR WRITTEN ROSTER (INCLUDING TEAM NAME) WILL BE SUBJECT UP TO (5) TECHNICAL FOULS PRIOR TO THE START OF THE GAME. THE ROSTERS HAVE TO MATCH THE INFORMATION THAT WAS PROVIDED IN THE NCAA SYSTEM BY THE DEADLINE.**

THE ROSTERS SHOULD INCLUDE TEAM NAME, AGE GROUP, JERSEY NO(S), FIRST NAME, AND LAST NAME OF EACH PLAYER ON THE ROSTER.

**SCOREMARKING:**

**The home team is responsible for providing (1) person to keep the scorebook.**

**The visiting team is responsible for providing (1) person to keep the clock.**

**NO DUNKING RULE:** Absolutely no dunking in warm-ups. A warning will be issued for the 1<sup>st</sup> violation and a technical foul will be called for each additional violation.

**WARM-UP:** 3 minutes of warm-up in between games (subject to change), 1 minute halftimes (subject to change)

**GAME LENGTH:** There will be two 15 minute halves per game (Note: game length is subject to change if needed to adhere to NCAA time restrictions for NCAA Certified events).

Note: Due to NCAA rule restrictions, 3pm games on Sunday April 24<sup>th</sup> are subject to being a running clock.

**GAME PLAY:** Stop clock on all dead balls

**FOULS:** Note: A player fouls out on his 5th personal foul

**BONUS:** At the 7<sup>th</sup> team foul in a half, the opposing team shoots 1&1. No Double Bonus

**FREE THROWS:** The ball becomes live on the release

**TECHNICAL FOULS:** The opposing team is awarded two free throws plus possession of the ball. Two technical fouls and/or flagrant fouls result in an automatic ejection from the game.

**TIME-OUTS:** All teams will have two (2) full length time-outs and two (2):30 second time-outs per game. No carryovers.

**OVERTIME:** Overtime is 2 minutes in length. Each team has (1) 30 second timeout with no carry-overs. Clock runs until the last 30 seconds of overtime where it is then a stopped clock. 3<sup>rd</sup> OT is first team to score 2 or more points.

**RUNNING CLOCK:** In games where a team is ahead by 20 points or more in the second half, the clock will continue to run

**MERCY RULE:** If a team is ahead by 20 points or more with 3 minutes or less left in the second half of a game, the game will be called.

**DELAY OF GAME:** First violation shall result in a warning. Any additional violations shall result in a technical foul being awarded and in those instances the rules for technical fouls come into play.



## **GRASSROOTS SHOWCASE GAME PLAY RULES CONTINUED:**

**SCHEDULING/GAME TIME:** Due to NCAA certified event time restrictions, we will start games early when possible so as to ensure the event runs in a timely fashion. As such, being at your court at least 45 minutes ahead of your scheduled game time is required and your cooperation is greatly appreciated.

### **BENCH RULES/DRESS CODE:**

- A maximum of 3 coaches with valid NCAA Certification and players are allowed bench access. Only 1 coach may be standing at a time. All coaches are required to dress in a professional manner. Coaches will not be permitted to wear hats, ear pieces, headsets, flip flops, etc.
- All coaches are required to stay inside the designated coaching box. The first violation shall result in a warning. Subject to the discretion of the referee(s), any additional violations shall result in a technical foul being awarded and in those instances the rules for technical fouls come into play.
- Only NCAA Certified coaches and players listed on the roster for a given team are allowed on the bench for that team during the game. If a referee or a staff member asks that an individual leave the bench and/or area and that individual refuses to, a technical foul shall be awarded to the opposing team. If the individual still refuses to leave, a forfeit will be awarded to the opposing team **subject to the discretion of the tournament director.**
- Only players on that team, not the program, are permitted to be on the bench during a game.

### **SPORTSMANSHIP:**

- No fighting will be tolerated. Any player who is ejected for fighting is immediately suspended for the remainder of the tournament. Any coach or player leaving the bench during an altercation or coming off the bench to fight is immediately suspended for the remainder of the tournament.
- Coaches will be ejected on their 2<sup>nd</sup> technical and must leave the building. Any behavior, deemed by the director, that puts the well-being of any player, coach, official, volunteer or spectator in danger will result in your team being dismissed without a refund.
- Any team with any fighting be it a player, coach, parent, spectator, etc. will be subject to immediate expulsion from the event.

**CLEAN - UP:** Please clean up under your bench after each game (i.e. bottles, cups, ice, wrappers, etc).

**BASKETBALL SIZES:** Regulation sized balls are used for 13u-17u. The 28.5 sized basketball will be used for the 11u-12u divisions. Teams are responsible for providing their own game ball.

**UNIFORMS:** Teams listed second and/or on the bottom of the bracket are the home team and wear the light/white color

**FORFEITS:** The game time will also be the forfeit time.

**ONLY THE TOURNAMENT DIRECTOR HAS THE DISCRETION TO DECLARE A FORFEIT.**