

# MEN'S BASKETBALL

1. Each team will compete in Pool A or Pool B with the top four teams from each pool advancing to an 8-team single elimination tournament. Seeding will be determined by standings and average number of points allowed.
2. Each team shall have their own uniform shirts with numbers. PLNU will not provide any jerseys.
3. Each team shall consist of 5 players with provision for 5 substitutes per team if desired. (That is a MAXIMUM of 10 players on each roster.) You must start with a minimum of 5 players and finish with 3. There is a MAXIMUM of two (2) coaches allowed on the sidelines
4. **A copy of all rosters MUST be turned in to the tournament director or assistant tournament director at the MANDATORY "Coaches Meeting" on Friday." Players may not be added to the roster after the competition has begun. Teams not turning in rosters at this time will subject the district team to forfeiture of games.**
5. Games will be two (2) 20-minute running halves, clock will stop during timeouts, the final two (2) minutes of the second half, and overtime as long as the game is within 10 points. Half time will be three (3) minutes long. Overtime will be two (2) minutes using the stop clock. Each will be allowed two (2) timeouts in each half (non accumulative). Timeouts will be 30 seconds long. Each team will be allowed one (1) timeout in overtime.

## **Game time is forfeit time – there are no exceptions**

### **Game Rules**

1. Men's college basketball rules will be followed with some tournament adjustments.
2. The first possession of the game will be determined at the pre-game meeting with the coach, and one captain from each of the two teams playing at the time. Each jump ball will result in alternating possessions. Possession win overtime will be determined at the mid-court meeting.
3. **NO shot clock will be used.** A stalling tactic for more than one (1) minute is not legal and a technical foul will be called.
4. Five (5) fouls results in disqualification for that game. A technical foul counts as one of the five personal fouls toward disqualification. Two (2) technical fouls in one game will result in disqualification for that game and possibly the next game or the rest of the tournament. (Either the tournament director or assistant director will make this decision).
5. **Flagrant fouls and fighting will result in automatic ejection from the game and the succeeding game.**
6. One and one free throws will be shot on fouls #7, 8, and 9. Bonus free throws (automatic two (2) shots) on the 10<sup>th</sup> foul and thereafter.
7. The backcourt violation will be explained in the pre-game meeting

## **Sportsmanship**

Sportsmanship, fair play and fellowship are at the heart of this tournament.

Therefore:

Unsportsmanlike conduct will result in immediate ejection from the game, and possible banishment from the gymnasium and possible suspension from the tournament. If a player is banished from the gymnasium, it is the coach's responsibility to get the player out of the gym in five minutes or your team may forfeit the game.

### **Foul language will result in a technical foul**

If a referee has his back turned and cannot determine who was using the foul language, a bench technical will be assessed to both benches.