



2017 FBA-NA RULES & REGULATIONS

SEPTEMBER 2 -3 2017



All participating cities must adhere to the following rules and regulations:

1. PLAYER ELIGIBILITY

- 1.1. All participants must be approved and accredited by the FBA-NA Accreditation Committee.
 - 1.1.1. All accredited players are restricted to their assigned divisions.
- 1.2. Only participants listed on the official game scoresheet are permitted to play. Any players not listed are ineligible to play.
 - 1.2.1. Any ineligible player found to be playing will result in game forfeit.

2. UNIFORM & EQUIPMENT

- 2.1. Teams must have one common uniform and each player must wear number assigned based on official scoresheets.
 - 2.1.1. Jersey switching during games is not permitted.
- 2.2. Objects, including jewelry, that may cause harm, injury or give a competitive advantage are not permitted.
- 2.3. Athletic shoes consisting of rubber or rubber-like soles must be worn during games.
- 2.4. BASKETBALL SIZES
 - 27.5 – Mosquito
 - 28.5 – Tykes, Peewee, Bantam Girls, Ladies Open
 - 29.5 – All remaining divisions

3. TOURNAMENT FORMAT

- 3.1. All teams are scheduled 2 preliminary round games on Saturday, September 2, 2017.
- 3.2. All teams qualify for Playoff Sunday, September 3, 2017.
- 3.3. Playoff Sunday is based on (1) record and (2) point differential.
- 3.4. The following tie-breaker format will determine seeding if two (2) or more teams have identical records:
 - Head-to-Head record (applicable to only 2 teams, not 3 or more)
 - Greater point differential
 - Most points scored
 - Least points allowed

4. GAME RULES

4.1. NCAA BASKETBALL FORMAT

- 4.2. Games CANNOT start earlier than their scheduled time.
- 4.3. Each game consists of a three (3) minute warm-up and three (3) minute half time.
- 4.4. Five (5) players must be present at the start of the game. If a team does not have 5 players present after the warm-up, a forfeit is declared, with a 20-0 score assigned to the winning team.
- 4.5. Each game consists of two (2) twenty (20) minute halves.
- 4.6. The entire game is played under RUNNING TIME except for the following instances:
 - 4.6.1. Timeouts
 - 4.6.2. Last two (2) minutes of the second half.
 - 4.6.3. Referee's order
- 4.7. Each team is awarded two (2) timeouts per half.
 - 4.7.1. Each timeout lasts 30 seconds.
 - 4.7.2. Timeouts cannot be carried over into the second half or overtime.

4.8. No Advance Rule

4.9. Overtime Format

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| <ul style="list-style-type: none">4.9.1. Saturday Overtime Period 1:<ul style="list-style-type: none">▪ Two (2) minute stop time.▪ One (1) timeout per team.4.9.2. Saturday Overtime Period 2:<ul style="list-style-type: none">▪ Sudden Death Policy: 1st team to score▪ No timeouts awarded | <ul style="list-style-type: none">4.9.3. Sunday Overtime Period 1:<ul style="list-style-type: none">▪ Two (2) minute stop time.▪ One (1) timeout per team.4.9.4. Sunday Overtime Period 1 repeats if necessary. |
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5. PLAYER CONDUCT

- 5.1. Two (2) technical fouls assessed to a player OR coach in the same game results in immediate ejection.
 - 5.1.1. Ejected player OR coach must leave the GYM in a timely manner.
 - 5.1.2. Ejected player OR coach is automatically suspended for the next scheduled game.
 - 5.1.3. Technical fouls count towards team foul count.
- 5.2. ZERO TOLERANCE RULE:
 - 5.2.1. Any player, coach, or city official found to be guilty of any of the following will be immediately suspended from the remainder of the tournament:
 - Fighting, racial slurs, verbal/physical abuse or harassment, destruction of property and vandalism.

6. PROTEST

- 6.1. Referee decisions CANNOT be protested. All referee decisions are FINAL.