

BASKETBALL TOURNAMENT GUIDELINES

GAME RULES

The SALFASS games will be governed by National Federation basketball rules, which are used by referees in the U.S. and Canada in high school and modified for men's leagues.

1. **REGULATION TIME – ALL GAMES ARE STOP TIME (UNLESS NOTED OTHERWISE)**
Men's A, B and Veterans -- two (2) twenty-minute halves.
Junior A, B, and C – four (4) eight-minute quarters.
Junior D, E and Molecules – six (6) four-minute period, running time, and one eight-minute period with the **last two (2) minutes stop time.**
2. **HALF-TIME**
There will be a five (5) minute intermission at the half with a one-minute break between periods, if any. Half time in Junior D, E and Molecules will be after the fourth period.
3. **OVERTIME**
Tie games after regulation will be extended with a three-minute overtime (men will play the first overtime only for five (5) minutes), then after a one-minute rest additional three-minute overtime periods will be played until the game is decided. **All overtimes are stop time. An additional timeout is given to each team for any and all overtime periods.**
4. **DEFAULTS**
There is a 15-minute default time period from the published start time – five players must be dressed to start. Should there be any extenuating circumstances, then this default can be waived by complete agreement of the two coaches involved and the division convenor.
5. **GAME BALL**
If the tournament does not provide a game ball, then the referees will choose one ball from either club's possession at the start of the game and this will be used for the entire game.
In Junior Divisions: Molecules and Junior Es will use the smaller Size 5 (Mini) ball, while Junior C and Ds and all Junior Girls and Women will employ the Size 6 (Ladies) ball. The full-size 7 ball will be used in all Men's and Junior A and B boys' games. Circumferences for these balls are: Size 5 (27.5 inches), Size 6 (28.5 inches) and Size 7 (29.5 inches).
6. **PARTICIPATION RULES: FOR JUNIOR D, E AND MOLECULE DIVISIONS**
 - A) As noted above, these divisions will play six 4-minute periods followed by a final period of eight minutes. Half-time intermission will follow the fourth 4-minute period.
 - B) During these initial six 4-minute periods each player on a given team must play at least two full periods.
 - C) They will line up at the scorer's table to check in, a check mark will be put to the left of the players name and proceed to centre court for a line-up. They will play the entire 4 minutes unless a game-ending injury occurs.
 - D) All players must play 2 full shifts (or be playing their second shift in the case of an odd number of players) before a player can come on the court for his/her third shift. The order of substitutions is at the discretion of the coach.
 - E) The final eight-minute period can have free substitutions.
7. **TECHNICAL FOULS**
Bench, player and coaches' technical fouls will cause a two-shot technical foul to be awarded. These are charged as individual fouls to the players involved and are added to the team foul totals. Should a player be ejected from one game, then later receive another ejection during

the tournament, he will be suspended for the remainder of the tournament.

8. FOULS

The fifth foul disqualifies an individual player from the game. Technicals (except administrative ones for illegal jerseys) count in this number.

9. TEAM FOULS

- A) Non-shooting fouls – the one-and-one (bonus) situation commences on the seventh team foul per half. Two shots are awarded on the 10th team foul in the half.
- B) Two free throws are awarded for fouls on two-point attempts and three free throws for a foul on a three-point attempt.

10. THREE-POINT LINE

The three-point line is in effect for all games and the tournament organizers will select sites accordingly.

11. SHOT CLOCKS

There will be no shot clocks.

12. FULL-COURT PRESSES

Junior B, C, and D: Once a team has a 15-point lead in either half, full court pressure defense cannot be employed. The first such infraction will be dealt with by a warning by referees to the coach of the offending team. Further infractions will result in a technical foul being assessed.

Junior E and Molecules: Full court pressure defense cannot be employed at any time. Warning and technical fouls will be assessed as above.

13. DEFENSE

Junior B, C and D:

No restrictions other than per press rule.

Junior E:

Defense can only be played at half-court once the offensive team has crossed the 10-second line

Molecules:

Defense can only be played within the 3-point arc. In the last two minutes of the game and overtime defense can be played once the offensive team crosses the 10-second line.

There is no restriction on the type of defense (zone or man-to-man) that can be employed by the teams.

14. MAXIMUM NUMBER OF PLAYERS

The maximum number of players that can play in one game is fifteen.

15. EQUIPMENT

Basket Height: The basket will be eight (8) feet from the floor to the rim in **Molecule** games and ten (10) feet for all other divisions.

Foul Line: The foul line will be thirteen (13) feet from the face of the backboard for **Molecule and Junior E** games and fifteen (15) feet in all other division.

TOURNAMENT RULES

16. TEAM ROSTERS

Duplicated team rosters will be at each scorer's table and used to fill out score sheets. Only registered players can play in games

According to Games Bylaws a player may elect to switch from a Men's A team to Men's B (or the reverse) anytime prior to his first game, but once he has played his first game (even if he just sat on the bench without entering the game) he may no longer make this switch.

17. REFEREES

All Men's and Junior A, B and C games will have two qualified officials. Junior D, E and Molecules may have only one referee until the final, when two are required.

18. AGE CLASSIFICATIONS

As per SALFASS guidelines

19. UNIFORMS

All team members who play in a game must wear the same style uniform with numbers properly attached or else a technical foul will be assessed on that player's entrance on the court.

20. DEFAULT DEPOSIT

To insure that teams participate in every game scheduled, a separate default deposit of \$100 must accompany a team's registration in all Men's tournaments. This will be returned to the team at the end of the tournament unless the team has defaulted a game.

21. LENGTH OF TOURNAMENT

Men's A and B tournaments are 2 ½ days long and teams must be prepared to play Friday night games.

22. TEAM SEEDINGS

The Basketball Committee, taking into account the previous season's results and other factors, determines the seedings. Usually, the top four teams from the previous year are seeded in that order, unless there are extenuating circumstances. Teams from the same city will be split on different side of the draw, where possible.

23. MEN'S A TOURNAMENT

The Men's A tournament is the SALFASS showpiece. The Basketball Committee will make every effort to maintain the highest standards of participation and decorum in this event.

There is a limitation of eight teams that are allowed to play in the Men's A tournament. Games are played in a two-group round-robin format with two semi-final games and a championship and third-place final.

Should there be more than eight entries into this tournament received by the stated due date for registration the following rules apply:

- A) No club can enter a second team.
- B) Host club has an automatic berth in the Men's A tournament if it chooses.
- C) The last place team from last year's tournament will drop down to Men's B in favor of the top team from last year's Men's B champions. This will only occur if that top team from Men's B makes that election.
- D) Any new clubs or teams that have been formed recently must first win Men's B on year, then make the election to move up to Men's A the following year, if and only if, there are eight teams already in place playing in Men's A.

24. MEN'S B TOURNAMENT

Men's B is run in at least a modified double-knockout format where the loser of the first-round game remains on the championship side of the bracket for one more game. We prefer a round-robin format but the number of participating teams and/or gym limitations may cause problems with this suggestion.

25. **JUNIOR TOURNAMENTS**

All junior tournaments are run in a modified double-knockout format or round-robin format where a loss in the first-round game does not eliminate a team from championship contention.

26. **JUNIOR ELIGIBILITY**

A junior who plays in several age classifications is limited to three games in one day.

27. **TIE BREAKERS**

Prior to the commencement of the final game in the round robin these tiebreaker rules should be explained to all participating coaches and players when there is a chance of a tie occurring.

When two teams (or more) are tied at the end of round-robin play then the following methods will be used to determine the first and second place teams (etc.):

A) Two teams tied – Head-to-head Method

If a tie exists between two (2) teams at the completion of the round robin the winner of the game played by the two team involved (head-to-head match up) will be given priority ranking.

B) Three team tied – Points for and Against Method

- i) Scores against the team(s) **NOT** involved in the three-way tie are discarded
- ii) The total points scored for each of the teams involved in the three-way tie are calculated (**Points For**)
- iii) The total points allowed by each of the teams involved in the three-way tie are calculated (**Points Against**)
- iv) The total **Point Against** is subtracted from the total **Points For**. (**Points for and Against**)
- v) The team with the highest **Points for and Against** value will be given priority ranking.
- vi) If a two-way tie still exists, use the **Head-to-Head Method**.
- vii) If a three-way ties still exists, use **Points for and Against Method** using teams involved in the three-way tie **plus** the scores from the discarded team.

28. **PRIZES**

Plaques for championship teams, medals for winning (1st, 2nd and 3rd place) participants and ribbons for all competitors are distributed at the discretion of the tournament organizing committee. We suggest that Junior tournaments be generous in this area, because our juniors are the future of SALFASS sport.

N.B.: These rules were prepared by Rimas Miccius, Basketball Co-ordinator for SALFASS after consultation with members of the Basketball Committee.

These rules were approved by the Central Committee of the Lithuanian Athletic Union of North America (SALFASS) at their meeting on March 21, 2001.