



NACBA 2024 RULES OF PLAY



Current NCAA and HIGH SCHOOL rules apply in all games subject to the following exceptions/modifications:

1. TIMING REGULATIONS:

Round Robin or Similar (All Divisions):

- Two (2) eighteen (18) minutes halves, with a running clock.
- Stop time in the last 15 seconds of the first half and in the last 2 minutes of the second half.
- Stop time after all made baskets in the last 1 minute of the second half and during any overtime periods.
- Halftime is 2 minutes in duration.

Playoffs-Same as the round robin except two (2) twenty (20) minute halves, with a running clock for the following games:

- Men's Open Quarter-finals, Semi-finals, and Finals
- All Other Championship Finals (Friendship, Seniors, Masters, Youth)

All other playoff games, not listed above, will be using the same timing regulations as in the round robin
Overtime (All Games):

- 2 minutes, with a running clock; stop time in the last minute, including after all made baskets.

2. TIME OUTS:

Each team will be allotted three (3) sixty (60) seconds time outs for each game with no carry over into any overtime periods. Each team will be allotted one (1) time out per over time period with no carry over. Game clock is stopped during all time-outs.

3. UNIFORMS:

Each player on the same team must wear the same colored (reasonably) jersey. Each player with an illegal jersey will be assessed a team technical foul (recorded as a team foul but not a personal foul) upon first entry into the game as a player. The penalty will be 2 free throws and possession of the ball for the opposing team for each infraction. There are no restrictions on the color of any of the other garments worn by players. However, each team should have two set of colored shirts/uniforms (one light color and one dark color. In the event that two teams are wearing the same color, the team that has joined the NACBA most recently must change their color uniform.

4. FORFEITURES:

All games must start exactly at the scheduled game time, with each team having at least five (5) players to start the game; there is no default time. Failure to have five (5) players to start a game will result in forfeiture. Once a game has started in accordance with above, once a team has been reduced to three (3) players or less, that team will forfeit the game at that point. If game times are behind schedule, the next game must start within five (5) minutes from the end of the previous game. Failure to start the game by any team, for any reason, will result in forfeiture.

5. DUNKING:

Including grabbing or pulling the rim, is not permitted at any time except during live game play.

6. FIVE SECOND COUNT:

Will be in effect in all games (closely guarded and dribbling) except those games when a shot clock is used (count in effect while holding the ball).

7. SHOT CLOCK:

Will be used for all Championship games.

Tournament Rules & Regulations

Teams will play at least three (3) games throughout the tournament. Men's Open teams will play at least four (4) games. Upon completion of preliminary game play, teams may advance to the playoff or consolation round based on their seeding.

FLAGRANT & TECHNICAL FOUL:

Flagrant fouls will be penalized in accordance with the NCAA Rules of Play. Flagrant fouls will be reviewed by the Committee and may result in a player disqualification from the tournament. Fighting is strictly forbidden and players and/or teams may be disqualified from the tournament. The following penalties will be assessed at a minimum:

- **1st fight** – player/players will be disqualified from the tournament.
- **2nd fight** – team will be disqualified from the tournament.
- **Other penalties may follow as determined by the NACBA Executive Board, in its sole discretion.**

2 technical fouls assessed to any player during a game shall result in automatic ejection and may result in other penalties as determined by the NACBA Executive Board.

All Players must present original documents and photo identification (passport, birth certificates, etc.) that proves age and/or nationality at the request of the Tournament Committee. If a protest is lodged, the burden of proof is on the player to prove otherwise. Failure to do so will result in such player's disqualification from the game and tournament. All protests must be submitted by the coach and/or team captain by notifying the tournament coordinator in the respective gym before the start of any scheduled game. A \$100 cash deposit must be made prior to any protest. If age and/or nationality cannot be confirmed at the time of protest, each game that such player has participated in will result in a forfeit and such player will be forbidden from continuing to participate in the tournament.

Except as otherwise set forth, players may only participate on one team and only in one division. Any player caught playing on another team within the same tournament will result in the disqualification of such player and each team that he or she played with during the tournament will be considered a loss.

In the 45/50 and over and 55+ Men's Divisions, players may participate in more than one division. For example, a player who is 56 years old can play in both the 55+ and 45/50.

A limited number of exceptions related to the youth divisions can be granted on an as need basis.

TEAM FORFEITS:

Any team that forfeits a game either by not showing up on time or walking off the court during a game may be disqualified from the tournament pending the decision of the NACBA Board. In addition, the team and/or organization may also be banned from the NACBA Invitational Tournament for a period of not more than three (3) years, as determined by the NACBA Executive Board.

TIE BREAKING PROCEDURE:

A) Two team tie – head to head, win/loss between the two teams tied. B) Three team tie – to determine first place: head to head W/L among three teams tied, then total point differential of the three teams tied against each other if necessary. To determine second place: head to head Won/Loss. C) Four team ties – settle the highest ranking team first, then revert back to three team tie break rules, and so on. If any point differential ties exist after taking the sum total of all tied teams, then total point differential of all teams in your division is the next tie breaker.

POINT DIFFERENTIALS:

The maximum number of points counted for point differential purposes is 20 points. Blowouts and running up the score are NOT encouraged.

WORK TEAMS:

Teams are required to work their assigned games during preliminary play and during the single elimination playoff/consolation round of the tournament. Failure to do so shall result in forfeit of the team's next game, disqualification from the tournament and a ban from the NACBA Invitational Tournament for a period of not more than two (2) years plus loss of the team deposit, , as determined by the NACBA Executive Board.

FOOD AND DRINK:

Unless permitted by the facilities, please refrain from bringing food/drinks inside the gymnasium. In addition, please throw all garbage in their proper receptacles. Repeated violations will be penalized accordingly at the discretion of the NACBA Execuxtive Board.

SALES/CONCESSIONS:

No one may sell any food, beverage, or merchandise without first obtaining written permission from the NACBA.

CONDUCT:

The NACBA has a zero tolerance policy regarding fighting and acts of violence. Please see paragraph 8 for penalties for fighting during games. Any player or team personnel committing an act of violence will be (i) ejected from the game, (ii) disqualified for the remainder of the tournament and (iii) asked to leave the venue immediately. If circumstances warrant, violators will be remanded to local law enforcement authorities. Also, at tournament staff/director's discretion, any player, coach, team support personnel, tournament participant, or fan exhibiting conduct unbecoming to the event may be subject to disqualification and ejection from the tournament venues at any time. During the tournament, all teams represent the NACBA. Please conduct yourself in a respectful manner. Any conduct unbecoming exhibited by any team including players, coaches, and support personnel will not be tolerated. Such conduct may result in forfeiture, ejection, and bans from the current and future tournaments, as determined by the NACBA Executive Board.

PLAYER CHECK-IN:

First time players/participants and other designated players will be required to check-in on the Friday of the tournament weekend. The time and place will be announced at a later date. No player will be able to participate without checking-in prior to the first game. Participation without checking-in may result in a team's forfeiture of any played game.

OTHER RULES:

The NACBA Executive Board may make any other decisions in the interests of sportsmanship, fairness, time, etc. These decisions are final.

**SCORE SOME POINTS, HAVE SOME FUN, MOST OF ALL...
MAKE SOME NEW FRIENDS !**