



## GAME RULES

NJ high school federation rules apply in all games subject to the following modifications:

### 1. WARM-UPS:

- Teams are required to be present (30 minutes prior) at the designated court for their game.
- 3-minute warm up time will be provided prior to each game.
- Warm-ups may begin as soon as the preceding game has been completed. However, games will not be started late to accommodate a warm-up. Teams must provide their own basketballs for warm ups.
- No Dunking is permitted during any warm-up time or anytime, except during the game. Teams will be assessed technical fouls for this infraction.

### 2. SCORE-KEEPING:

- Tournament will provide a timekeeper/score board operator for all games.
- **Each team must provide a scorekeeper to keep his or her own scorebook.** [Note: This rule was made to ensure that there will be no disputes over the accuracy of score. Scorekeepers are human and will make occasional mistakes – It is to your benefit to provide a score keeper to ensure that the score is correct].
- Designated scorekeepers are to be seated in the official scorers' table.
- The first team listed on the schedule will be designated as the home team and their scorebook will be the official score for the game.

### 3. U15, U16 & U17 TEAMS:

- Length of games will be two (2) 16-MINUTE STOP TIME HALVES. Shooting clock will not be in effect.
- The timekeeper will institute running time in the second half, if one team leads by 20 points or more. Stop time will resume if the lead drops to or below 15 points.
- Bonus free throws (one-and-one) will be shot on the tenth (10th) team foul of each half. No double bonus. Teams will shoot two foul shots only when a player is fouled in the act of shooting. This rule is adopted to allow use of the regulation clock while keeping the games on schedule.
- Foul shots are played after the ball hits the rim.
- The first overtime will be 2 minutes stop time with 1 additional time-out. No carry over on timeouts from regulation time. Each additional overtime will be 1 minute stop time with no extra time-out. Fouls or bonus situation continues into the overtime period. Overtime starts with a jump ball.

### 4. U12, U13 & U14 TEAMS:

- Length of games will be two (2) 14-MINUTE STOP TIME HALVES. Shooting clock will not be in effect.
- The timekeeper will institute running time in the second half, if one team leads by 20 points or more. Stop time will resume if the lead drops to or below 15 points.
- Bonus free throws (one-and-one) will be shot on the tenth (10th) team foul of each half. No double bonus. Teams will shoot two foul shots only when a player is fouled in the act of shooting. This rule is adopted to allow use of the regulation clock while keeping the games on schedule.
- Foul shots are played after the ball hits the rim.
- The first overtime will be 2 minutes stop time with 1 additional time-out. No carry over on timeouts from regulation time. Each additional overtime will be 1 minute stop time with no extra time-out Fouls or bonus situation continues into the overtime period. Overtime starts with a jump ball.

5. U9, U10, & U11 TEAMS:

- The length of each game is 20-MINUTES RUNNING TIME per half with the last 30 seconds of the first half stop time. The last two minutes of the game is stop time on all whistles. Shooting clock will not be in effect. The timekeeper will institute running time in the last two minutes of the second half, if one team leads by 20 points or more. Stop time will resume if the lead drops to or below 15 points.
- Bonus free throws (one-and-one) will be shot on the seventh (7th) team foul of each half. Two free throws are shot on the tenth (10th) team foul of each half. Foul shots are played after the ball hits the rim.
- The first overtime will be 2 minutes total with the last minute stop time. Each team will be given 1 additional time-out. No carry over on timeouts from regulation time. Each additional overtime will be 1 minute stop time with no extra time-out. Fouls or bonus situation continues into the overtime period. Overtime starts with a jump ball.

6. After the jump ball to begin the game, all ties ups will be decided by the alternate possession rule.

7. TIME-OUTS:

- Each team will be allowed (2) 30-second timeouts per half. Timeouts **do not carry over into overtime.**
- The clock stops on all time outs.

8. PERSONAL/TECHNICAL FOULS:

- Each player is allowed five (5) personal fouls and on the fifth foul that player will be disqualified. After fouling out, a player may not reenter the game. If a team has less than five players on the court, they can continue to play or forfeit or until the team has less than two players.
- All technical fouls result in (2) free throws plus possession of the ball to the other team. A player or coach is automatically ejected from the game and must leave the gym on the second technical foul of that game.
- Flagrant fouls will be penalized with foul shots and/or ejection from the tournament. Fighting is strictly forbidden and players and/or teams may be disqualified from the tournament. The following penalties will be assessed immediately:  
1st fight – player or players will be disqualified from the tournament. 2nd fight – team will be disqualified from the tournament.

9. HALF-TIME:

- Half-time will be 2-minutes in length.

10. REFEREES AND OFFICIAL:

- The Referees will determine compliance with the tournament rules. The Referees are in charge of the game, their decisions are final and there are no protests.

## **PLAYER/TEAM RULES**

**AAU age requirements shall be the determining date for the age of the competitor for the ROAD TO THE GARDEN tournament.**

**1) CUT - OFF DATE FOR BIRTH DATES: SEPTEMBER 1<sup>ST</sup>**

**2) ALL COACHES MUST CARRY WITH THEM: BIRTH CERTIFICATES/PHOTO I.D. OF EACH PLAYER IN CASE OF A CHALLENGE.**

11. GAME STARTING TIME & FORFEITS:

- All games will start promptly as specified on the Tournament schedule, or will be forfeited by the team not ready to play after (10) minutes of the scheduled game starting time.
- Each team must begin the game with five players. A team not ready to start their game jeopardizes forfeiting the game.
- At referee's discretion, time outs and/or halftime may be eliminated due to games not starting on time. The late team will be penalized first. Both teams will be penalized when both teams are late.
- Any forfeited game shall be recorded as a 15-0 win for the non-forfeiting team.
- **TEAM FORFEITS:** Any team that forfeits a game either by not showing up on time, walking off the court during a game or not playing all of their games may be disqualified from the tournament and forfeit all awards.

12. ROSTERS

- Team rosters must be submitted prior to the tournament date.
- All players must appear on the official roster, or they will not be allowed to play.

### 13. UNIFORMS/JERSEYS:

- Each team must wear uniforms/jerseys that are of the same color and with numbers designated on the front or back. Failure to do so will result in technical fouls for each player without the proper color and a number.
- Each team should have two sets of colored jerseys (one light color and one dark color).
- Players are not allowed to wear any jewelry, watches, bracelets, necklaces, earrings, etc., during the game. Tape or band-aids over earrings and other jewelry is not allowed.
- Player mouth guards are recommended but not mandatory for participation.

### 14. GAME BALL:

- "28.5" sized basketball will be used for the 4<sup>th</sup> through 6<sup>th</sup> grade Boy's divisions and all Girl's unless competing coaches of both teams agree to use regulation sized ball. All other divisions will use the regulation size ball.
- Teams must provide their own basketballs. There are no Tournament game balls.
- Referees will choose the most suitable game ball amongst the two teams that are playing.

### 15. PRESSING & ZONE DEFENSES:

- Pressing & zone defenses are allowed at all levels of play unless both coaches agree to change before the game.

### 16. TIE- BREAKING PROCEDURE:

- If there is a tie between teams in your bracket/division, the following will be used as the tie breaker to determine seeding/placing: winner of the head-to-head competition between the two teams tied; the total point differential of the teams tied; total points scored; coin flip. [**Note:** A maximum point differential of no more than 25 points will be used for the tie-breaker. Blowouts are NOT encouraged].

### 17. FOOD/DRINKS:

- No food or drinks inside the gymnasiums – ONLY WATER WILL BE ALLOWED.
- Teams must clean their own bench area after each game.

### 18. FLAGRANT FOULS/FIGHTING/DISQUALIFICATION:

- The tournament organizers/staff have a zero tolerance policy in reference to fighting and acts of violence. Any player or team personnel committing an act of violence or receiving a technical foul for fighting will be ejected from the game and disqualified for the remainder of the tournament and asked to leave the venue immediately and, 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 from the tournament and venues at any time. Inappropriate behavior will not be tolerated. Referees may forfeit a game at their discretion if an uncontrollable or threatening situation is developing. The Tournament Director/Referee/Campus Security may remove a player, coach, or fan from a game or tournament for inappropriate behavior.

### 19.. SPORTSMANSHIP/CONDUCT:

- All players, coaches, and spectators are expected to show respect toward game officials, players, fans, and tournament volunteers and staff. Verbal and/or physical abuse, including profanity, will not be tolerated. Any misconduct may result in disqualification from the tournament for the individual(s) and/or team involved.
- Coaches are responsible for the actions of their team at all times both on and off the court during the tournament and must promote the best sportsmanship, win or lose.
- It is expected that all adults, family members and fans in a team's delegation set an example of good sportsmanship, and if necessary, enforce a spirit of good sportsmanship and respect among their team and its supporters. Each team is responsible for the conduct of its players, fans, etc.

*The coach has the responsibility to review the tournament rules and regulations with each of its players.*

*The tournament committee shall decide all other rules not covered above. The committee will make any other decisions with regards to the tournament schedule such as shortening the games in order to meet the facilities finish times. The decisions are final and there is no protest.*

