

Courts Plus Community Fitness 9th Grade Boys Basketball RULES & REGULATIONS

The basic rules and regulations for the tournament shall be the same as those utilized by the North Dakota State High School League.

Listed below are rule modifications and/or highlights for the tournament.

Player Eligibility: Players must be enrolled in the grade in which they are participating. However, it is permissible to play up a grade. For example, an 8th grader may play on a 9th grade team, but a 10th grader may not play on a 9th grade team.

Team Eligibility: Teams must enter the grade division of the oldest player on their team. However, it is permissible to play up a grade. For example, a team with 8th graders may play in the 9th grade division, but a team with a 10th grader may not play in the 9th grade division.

Timing Factors:

Game Length: Games shall consist of two, eighteen minute halves. **The clock will stop on free throws, substitutions, timeouts, injuries, final two minutes of the first and second half, overtime** and any other excessive time loss. Game time is forfeit time.

Mercy Rule: **If there is a twenty point lead, the game clock will only stop on timeouts and injuries.**

Half Time: Half time shall not exceed **three minutes.**

Time Outs: Each team will be awarded **two 60-second time outs per half.** Unused time outs cannot be carried over into the second half or overtime period(s).

Overtime Periods: Overtimes shall be a **two-minute stop time period.** Each team is awarded one additional timeout for each additional overtime period (no carryover of unused timeouts).

Warm Ups: Each team will be given a minimum of **five minutes** to warm up prior to tip-off.



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Equipment

Game Balls: Courts Plus will provide a game ball. Teams should bring their own warm-up balls.

Uniforms: Jersey tops must be of identical color and should be **numbered on the front and/or back**. Teams should bring their light *and* dark colored jerseys, if available.

Officials: Two officials and a scorekeeper will be used for all tournament games. All major disputes and complaints should be brought to the attention of the tournament director.

General Rules

- a) *Ejection Policy:* Any coach, player or spectator ejected from a contest shall be disqualified from participation **in that game and the next game**. You will be allowed to participate after your disqualification has expired. However, if your ejection was due to “flagrant unsportsmanlike conduct,” you will be **disqualified for the remainder of the event**. Examples of “flagrant unsportsmanlike conduct” include but are not limited to cheating, fighting, repeated abuse of the officials, threats to the officials, repeated use of profane language, etc.
- b) *Technical Foul Policy:* Any player, coach or spectator that receives a **technical foul will sit out the remainder of the game (Officials Discretion)**. Any player, coach or spectator that receives a **second technical will sit out the remainder of the tournament (Officials Discretion)**.
- c) Bonus free throws are awarded on the seventh team foul. Double bonus free throws are awarded on the tenth team foul.
- d) The three-point shot is in effect for all grade divisions.
- e) A technical foul will consist of two shots and the ball. The free throws must be shot by a player on the court.
- f) The shot clock **WILL NOT** be utilized for the duration of the tournament.

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