

# Jammin' in Jasper Tournament Rules

## February 24, 25 & 26, 2012

The team listed first on the schedule for pool play and on the top of the bracket in the single elimination tourney is the home team. The Home team will wear white and is responsible for the official book. The Visiting team is responsible for the official clock. IHSAA rules apply to all games with the following exceptions:

- 1) All games will be played as two 12 minute halves.
- 2) No games will start before their scheduled time unless agreed to by both coaches.
- 3) Pre-game warm up is at least 5 minutes; even if behind schedule. Half-time shall be no longer than 5 minutes.
- 4) A Total of two (2) full timeouts per half will be allowed to each team. One (1) additional time out per team will be awarded in each overtime period. Timeouts do not carry over to any overtime periods.
- 5) An overtime period is 3 minutes in length.
- 6) The clock will continue to run (except for timeouts) for a lead of 20 points or more in the last 4 minutes of the game.
- 7) All coaches must be at least 21 years of age.
- 8) Un-sportsmanlike conduct from anyone at anytime may result in removal for the rest of the tournament.
- 9) If instructed to do so, the head coach must warn his/her fans about unacceptable behavior. Following a warning, a technical foul can be called on the fans and it will be assigned to the head coach.
- 10) After a technical foul has been called on or assigned to any coach, all coaches on that bench must remain seated for the balance of the game other than halftime or a called timeout.
- 11) Two (2) technical fouls called directly on any player, coach, or team representative during any one game will result in disqualification for the rest of the tournament. Any technical assigned to the head coach is excluded.
- 12) The official scorer (home) and the official timer (visitors) must be at least 18 years of age and must remain impartial. Failure to comply will result in a technical foul and / or removal from the scorers' table.
- 13) It is not required that players have numbers on the front and back of their jersey.
- 14) All referees' decisions are final. There is no appeals process.

### Accommodations for Younger Players:

- 1) Grades 3, 4, 5 and 6 use a ball size of 28.5". (7<sup>th</sup> & 8<sup>th</sup> grades use a ball size of 29.5".)
- 2) For 3<sup>rd</sup> and 4<sup>th</sup> grades; no full court pressure when leading by 15 points or more. A team may not resume full court pressure until the lead has been reduced to 9 points or less.
- 3) 3<sup>rd</sup> grade teams will use a rim height of 9 feet.

### School Tourney & Roster Rules:

- 1) Jammin in Jasper is a "School Tourney" only. A team's roster MUST consist of players that currently attend the same school or currently attend schools that feed directly into the same high school; no exceptions!
- 2) Players must participate at either their present grade level or above.
- 3) A player may be listed on only one roster and may participate on only one team.
- 4) Documentation confirming grade level and current school enrollment must be made available upon request of the tournament director. It is the head coach's responsibility to have eligibility information in hand at all times. Failure to provide player eligibility information or actual participation by an ineligible player can result in forfeiture of games and removal from the tournament.

### Pool Play Results for Tournament Seeding:

Each team will play 2 pool games and then advance to a single elimination tournament. The tournament will be seeded based on pool results with the first qualifier being won-lost record. If needed, tie-breakers for identical won-lost records will be applied in the following order until the tie is broken:

- 1) Head to head competition (only applies to two teams with identical won-lost records)
- 2) Total point spread for all games played (maximum + or - of 20 points per game).
- 3) A coin flip

**Note:** In the event of identical won-lost records after pool play is complete, the first tiebreaker will be head to head competition, but this only applies to a two-way tie. Should three or more teams have the same won-lost records, tie breaker number 2 (total point spread for all games played) will be used immediately.