

“Jammin’ in Jasper” Basketball Tournament Rules

February 24, 25 & 26, 2023

Note: 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 wears white and is responsible for providing the official scorer. The Visiting team wears dark colors and is responsible for providing the official timer.

IHSAA rules apply to all situations 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) When a team has a lead of 20 points or more:
 - a) No backcourt guarding in the 2nd half. (See page 2 for additional details)
 - b) The clock will continue to run (except for timeouts) in the last 6 minutes of the game.
- 7) All coaches must be at least 21 years of age.
- 8) Un-sportsmanlike conduct from anyone at any time may result in removal of an individual 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 that individual being disqualified for the rest of the tournament. For purposes of this rule, any technical foul 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) All referees’ decisions are final. There is no appeals process.

Accommodations for Younger Players:

- 14) Grades 3, 4, 5 and 6 use a ball size of 28.5“. (7th & 8th grades use a ball size of 29.5“.)
- 15) For 3rd and 4th grades only; no backcourt guarding other than the last minute of each half and the last minute of any overtime period. (See page 2 for additional details)
- 16) 3rd grade teams will use a rim height of 9 feet and may shoot free throws from a distance of either 13 feet or 15 feet.

School Tourney & Roster Rules:

- 17) 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!
- 18) Players must participate at either their present grade level or above.
- 19) A player may be listed on only one roster and may participate on only one team.
- 20) 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:

- 21) 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, tiebreakers for identical won- lost records will be applied in the following order until the tie is broken:
 - a) Head-to-head competition (only applies to two teams with identical won-lost records)
 - b) Total point spread for all games played (a max of + or – 20 points per game; forfeits count as a 20-point spread).
 - c) 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, points allowed, and then points scored.

When No Backcourt Guarding is in Effect

(Applies to 3rd & 4th grades other than the last minute of each half and any overtimes. Also applies to 2nd half leads of 20+ points for all grades.)

- 22) No backcourt guarding of any sort is allowed on any pass being in bounded from the backcourt into a back- court area or at any time a team has gained definite possession in the backcourt. Once possession is gained, defensive players may not hinder the offensive team in any way, even if done so by accident.
- 23) Any pass from back-court to front-court cannot be intercepted until the ball crosses the mid-court line.
- 24) An inbounds pass from frontcourt to back-court cannot be intercepted after the ball crosses the mid-court line and may not be defended in the backcourt.
- 25) At the discretion of the referee, a violation of the backcourt guarding rule can be whistled and the possessing team allowed to inbound from the appropriate back-court area.