



## THE WORLD GAMES BASKETBALL TOURNAMENT

### General Rules

All Tournament games will be conducted under CA National Federation of High School Basketball Rules for high school levels and below, unless otherwise noted.

### Uniforms

While it is required to have numbers on the back of the uniform, it is recommended that uniform numbers be on both the front and back of the uniform. All other NFHS rules regarding uniforms and uniform numbers are waived. It is required, that teams have both a dark and light colored jersey.

### Home Team Designation

In bracket play, the top team listed will be the home team. In pool and round robin play, the team listed first will be the home team. In case of uniform conflicts, the home team will wear the lighter colored jersey. The home team should use the bench to the right of the scorer's table, as you face the floor. Each team's basket for the pre-game warm-up will be the basket opposite from its bench.

### Ball Specifications

The intermediate size ball ("28.5") will be used for the 3rd, 4th, 5th, & 6th grade Boys' divisions and all Girls' divisions. All other divisions will use the regulation size ball (29.5"). Limited Exception: the intermediate size ball may be used for 7th grade boys divisions to be consistent with state association rules, at the discretion of PrimeTime Sports. Practice and game balls will NOT be provided.

### Regulation Clock & Exceptions

1. Unless otherwise noted, a regulation clock will be used with following game length with stop clock Last 2 minutes:
  - a. Grades 3, 4, 5 & 6: 14-minute halves (Stop).
  - b. Grades 7 & 8: 16-minute halves (Stop).
  - c. High School: 20-minute halves (Running, Stops in last two minutes of 2nd half).
2. All overtime periods will be 2 minutes (Stop).



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### Running Clock Rule

1. All Grades: When a team leads by 20 points or more during the 2nd half of a game, a running clock will be used.
2. If the lead is reduced to 10 points or below for all grades, the regulation clock is resumed.
3. Anytime the running clock is used, the clock is stopped only for time-outs, injuries or at the officials' discretion.

### Pre-Game

Warm-Up will be a minimum of 5 minutes (the Warm-Up time length may be reduced at the option of the Site Director). a. Half-Time will be 3 minutes.

### Free Throws

Teams will shoot 1&1 free throws on the 7th, 8th, and 9th team fouls. Teams will shoot the double bonus beginning with the 10th team foul and all in the act of shooting fouls. This rule is adopted to allow use of the regulation clock, while keeping the games on schedule.

### Time Outs.

Each team will be allowed 2 thirty-second timeouts and 2 sixty-second timeouts per game. One timeout will be allowed for each overtime period. Players are permitted to sit on the bench during a sixty-second time out.

### Tiebreaker for Pool & Round Robin Play

1. Two Team Tie: Winner of game between two teams tied awarded higher place, with losing team awarded next place.
2. Three or more teams tied:
  - a. Head to head record for tied teams, with placing/seeding based upon the head to head record.
  - b. If head to head records are the same for 3 or more teams, the Point Differential Rule is used (each team given a point differential for each game played, with a maximum +15 or -15 differential for any one game).
  - c. In the event of a forfeit, the team forfeiting shall be given -15 points and the team receiving the forfeit will be given +15 points.



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- d. In the event of a double forfeit, each team is given a loss with a point differential of 0. Places awarded based upon highest Point Differential.
  - i. Point Differential used for all pool or round robin games. If two teams have the same point differential, winner of the head to head game between the teams is awarded the higher place.
- e. If 3 or more teams remain tied, higher place is awarded based upon Point Differential for games between the tied teams only.
- f. If two teams then have the same point differential, winner of the head to head game between the teams is awarded the higher place.
- g. If 3 or more teams remain tied, higher place is awarded based upon the lowest defensive points allowed for all games. If two teams then have the same point differential, winner of the head to head game between the teams is awarded the higher place.
- h. If 3 or more teams remain tied, higher place is awarded based upon the lowest defensive points allowed for games between the tied teams only. If two teams then have the same point differential, winner of the head to head game between the teams is awarded the higher place.

### Player Participation

No players can play on two or more teams at any time. What teams he/she goes under in the official book first that will be there team for tournament. All rosters are final after 1st game.

### Coach/Player Ejection

Any coach or player who is ejected from a game by a game official or the Tournament Director will not be allowed to participate in the next scheduled game for that team.

### Behavior Standards

Inappropriate behavior will not be tolerated. Each coach is responsible for the conduct of the team's players, coaches and fans on and off the court and must promote the best sportsmanship, win or lose. The Site Director or any game official may remove a player, coach, or attendee from a game, tournament, or venue for inappropriate behavior. See Code of Conduct.



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### Application of Rules

The Tournament Rules may be modified whenever the tournament director deems it to be in the best interests of the tournament to do so and all teams, coaches, players, and attendees will comply by any such change.

### Protest

Rulings or Actions which directly affect gameplay may be protested by filing a Protest by a Registered Team Administrator, complaining that

- A. another Registered Team Administrator has failed to comply with Tournament Registration Requirements, or
- B. World Games Tournaments has failed to comply with its tournament facilitation commitments.

Under both types of Protests, If the parties are amenable, World Games Tournament will facilitate an informal discussion, where one (1) Registered Team Administrators from all parties involved, can meet and come to a final understanding.

- All protests must be made within 30 minutes upon the conclusion of the Game under protest.
- A fee of \$100.00 cash (refunded if protest is upheld) must accompany all protest.