



**2017 Illini Regional NIRSA Basketball Tournament
University of Illinois
Tournament Rules**

National Federation of State High School Associations (NFHS) Basketball Rules will be used with the following modifications/restrictions. The tournament rules committee will address any policies or procedures not specifically addressed in this document.

Pre-Game

1. Please report to the scorer's table on each court area 15 minutes prior to game time. Please be advised that this is to speed up the sign-in procedure and should allow your team extra warm-up time prior to the game.
 - a. Additionally, please be aware that no warm-up or other team activities should be taking place in any other ARC space or gym other than Gym 1 on Friday & Saturday and Gym 4 on Sunday.
2. A team winning a game by forfeit will receive a score of 2-0 when determining advancement from pool play.
3. All players must present a valid University or Government issued ID at each game to the game staff.
4. Only players and up to 2 coaches will be allowed to sit on the bench during games. Spectators are expected to view the game from the designated spectator viewing area.

Equipment

1. All uniform tops must match in color and shade.
2. Numbers must be clearly visible and unique to each player. Pinnies will not be provided.
3. It is prohibited for a player to wear equipment which would be considered dangerous to one's self or to another player. Examples include, but are not limited to:
 - a. Hard casts
 - b. Jewelry
 - i. Medical alert bracelets & necklaces and religious medallions are not considered jewelry, but must be secured to the body with tape.
 - c. Hard or unyielding items to control hair
 - d. Any headwear with the exception of a headband
 - e. In all cases, the officials may deem any article illegal equipment if they feel it poses a hazard to either the player or opponents

Timing Regulations

1. The game will consist of two twenty-minute halves.
2. The clock will run continuously until the last two minutes of each half when it will stop for all fouls, violations, and timeouts. If a team leads by 15 or more points anytime during the last two minutes of the second half, the clock will continue to run without stopping until the point differential is below 15 points.
3. Half-time will be five minutes in length.
4. Each team is permitted three time-outs per game, each one minute in length.
5. Timeouts not used in the first half will carry over and be available for use in the second half. However, timeouts will not carry over to any overtime period.
6. Timeouts may be called by team players on the court or a coach on the bench. Players acting as coaches will not be awarded time-outs from the bench.
7. If a team calls a timeout during a free throw situation, the clock will start at the following times:
 - a) After a made free throw - once the ball is touched by a player on the floor after being inbounded.
 - b) On a missed free throw - once the ball comes in contact with a player.

Overtime

1. If the score is tied at the end of the second half, play will continue without a change of baskets for one or more extra periods with a one-minute intermission before each extra period. As many such extra periods as are necessary to break the tie shall be played.
2. The length of the extra period will be three minutes.
3. Extra periods are an extension of the second half so personal and team fouls carry over.
4. The clock will run continuously until the last minute of each extra period when it will stop for all fouls, violations, and timeouts.
5. Each team is entitled to one timeout, one minute in length for each overtime period, these timeouts will not carry over between overtime periods. Timeouts not used during regulation play CANNOT be used during the overtime period.

Fouls and Penalties

1. Any player charged with a fifth foul or a flagrant foul will be disqualified from the game.
2. A bonus free throw will be awarded for each common foul (except a player or team control foul) committed by a player of a team beginning on the 7th foul in a half, provided the first attempt is successful. A player/team control foul is counted as a team foul for reaching bonus.
3. Two free throws will be awarded for each common foul (except player and team control) committed by a player of a team beginning with that team's 10th foul in half. A player/team control foul is counted as a team foul for reaching double bonus.
4. Intentional and flagrant fouls will result in the offended team receiving two free throws and the ball at the closest inbound spot nearest the foul.
5. Technical fouls will result in the offended team receiving two free throws and the ball at the division line opposite the score table.



6. Team fouls from the second half carry over into overtime if overtime occurs.
7. Dunking is only permitted during actual game time, grasping the rim (except to prevent injury) is also illegal and will be penalized in the same manner as dunking. Dunking is not allowed during the pre-game, half-time and/or the post-game period. Any player(s) that dunks/grasps the rim during the pre-game, half-time and/or the post-game period will be charged with a technical foul. The opposing team (or next opponent if done during post-game) will be awarded two free throws and possession of the ball.

Free Throws

During a free throw, all players will move up one marked lane space, leaving the two spaces closest to the end line vacant. The defense must occupy both lane spaces above the block. Players along lane lines may leave on the release. Shooter and players outside lane lines must wait until the ball contacts the rim.

Sportsmanship

Good sportsmanship is vital to every contest. The team coach/captain is responsible for the actions of all team members and any spectators directly related to the team BEFORE, DURING and AFTER the game. A technical foul can be issued before and after the game for unsportsmanlike behavior. Any player/team that is disqualified from a game for unsportsmanlike behavior must meet with the All-Tournament Committee prior to being reinstated to play. Players and teams who accrue a number of unsportsmanlike conduct fouls will be disqualified from games and suspended from further participation in tournament games as follows:

1. One player receives 2 unsportsmanlike fouls or a flagrant foul during a game
 - a. Penalty – Disqualification from that game suspension from the team's next game played, and probation for the remainder of the tournament
2. Fighting – Each player involved will receive 2 unsportsmanlike fouls for the game.
 - a. Penalty – Disqualification from that game, suspension from the team's next 2 games played, and probation for remainder of tournament. Player may be suspended for the remainder of tournament at tournament staff discretion.
3. One player receives 3 unsportsmanlike fouls/flagrant fouls during the tournament
 - a. Penalty – The player is disqualified from that game and suspended from the remainder of the tournament
4. One team receives 4 unsportsmanlike conduct/flagrant fouls during the game
 - a. Penalty – The team forfeits the game and is on probation for the remainder of the tournament
5. One team receives 5 unsportsmanlike conduct/flagrant fouls during the game
 - a. Penalty – The team is dropped from the tournament
6. Unsportsmanlike fouls assessed against spectators will be "charged" to the team captain.
7. Any player exhibiting unsportsmanlike behavior may be removed from consideration for any All-Tournament honors. This may include receiving a technical, flagrant or intentional foul. Additional items may include taunting an opponent or official. The final determination will be made by the Director of Competition.

Forfeits

1. Four players are needed to start each game. NFHS rules apply regarding the number of players needed to finish the game.
2. Player eligibility – If a player is deemed ineligible at any time during the tournament, his/her team will forfeit all games in which that ineligible play participated. In addition, the ineligible player is suspended for the remainder of the tournament

Protests

In the case of a misapplication or misinterpretation of a rule by the game official, teams will have the ability to call a timeout and protest the decision. If a team wishes to protest because they believe a correctable error has occurred, they will need to do the following:

1. Upon gaining possession or during any dead ball period, the team will call a timeout, alert the game officials that they wish to protest and will state specifically what "correctable error" they think has been made. This must occur no later than during the first dead ball after the clock has been properly started following the error.
2. If the error is indeed correctable, the error will be fixed and the team will not be charged with a timeout. If the error is not correctable, the team will be charged with and may use a timeout.

Note: If no timeouts remain, the protesting team will be charged with a technical foul. All decisions made by the rules committee will be final.

Protests concerning player eligibility must be made to tournament administration immediately upon discovering there may be an eligibility issue. The Tournament Championship Committee will rule on this type of protest. Teams may not protest the fact that a player was ejected for unsportsmanlike conduct. Teams may not protest a judgment call of an official.

Tiebreakers

Each team will play in a 5-team pool. Pool play will determine seeding for the playoffs (single elimination). In the event of a tie, the following tiebreakers will be used, in order:

1. Team Winning Percentage
2. Head-to-head
3. Total Points Allowed