

HMAAC Summer Festival Basketball Rules

1. **Game Clock:** Two twenty-minute running halves. The clock will stop in the last two minutes of the game if score is within 10 or less points. There is a 3-5 minute break between halves as time permits.
2. **Clock and Scorekeeping:** The two teams playing after the game that is going on must provide a player each to officiate the upcoming game. HMAAC and its volunteers will oversee and if necessary officiate the semi-finals and championship game.
3. **Game Rules:** National Federation of State High School rules in effect unless stated otherwise. Note below 2014-15 NHSF basketball rule changes. **The league reserves the right to modify, add or delete rules anytime during the course of the season with or without notice.**
 - **4-19-3d:** Intentional fouls include but are not limited to: Excessive contact with an opponent while the ball is live or until an airborne shooter returns to the floor.
 - **9-1-4g:** A player occupying a marked lane space...may enter the lane on the release of the ball by the free throw shooter.
 - **10-6-12:** The following acts constitute a foul when committed against a ball handler/dribbler:
 - a. Placing two hands on the player.
 - b. Placing an extended arm bar on the player.
 - c. Placing and keeping a hand on the player.
 - d. Contacting the player more than once with the same hand or alternating hands.
4. **Scoring:** Normal high school scoring in effect. Three-points will be used where marked.
5. **Free-throw Shooting:** We'll shoot a 1-and-1 bonus from the 7th to the 9th team foul and shoot the double bonus from the 10th foul on.
6. **Overtime Game:** Regulation game that ends up in a tie will consist of one over-time period. The game clock is a two 2 minute stop clock. If still tied, we'll go into "sudden death." The first team to score a total of two (2) or more points will be declared the winner. Games cannot end in a tie.
7. **Timeouts:** Teams are allowed three one-minute timeouts per game with one additional timeout per overtime period. Timeouts are not cumulative; use them or lose them.
8. **Player Disqualifications:** On the 5th personal foul a player is disqualified from the game.

9. **Flagrant/Technical Fouls:** Any player/non-player that receives a flagrant/technical foul will be ejected from the game and will sit out the next scheduled game. Two flagrant/technical fouls will result in being ejected from the tournament.

10. **Substitutions:** Free substitutions on dead balls. Players must report to the scorer's table and be beckon in by the game officials prior to entering the game.

11. **Check-Ins:** Prior to the start of the game, captains will need to have their players sign-in so we know whose playing and whose not. Any players not checked-in are deemed illegible. If they arrive late they can be added to the game scorebook after he has signed in.

12. **Captain/Coach:** Each team must have a designated coach or captain and will be their spokesperson and representative of his or her team as well as be responsible for the conduct of his or her team, bench personal and crowd.

13. **Players:** 5 vs. 5, must have at least five players present to begin the game. Maximum of 10 players per team. Each team can have a maximum of two non-asian players per team and only one non-asian player can be active on the court during the game. Only players on team roster will be allowed to play.

14. **Tiebreakers:** If teams are tied and to seeding for the tournament we'll use total points.

15. **Forfeits/No-Shows:** A minimum of five players will be needed to start a game or it will be a forfeit. We'll allow a 10 minute grace period if a team has four active players but we'll start as soon as there is five player prior to the expiration of the grace period. A game can finish with one player if that team is in position to win the game. Any team with two or more forfeits or no-shows will may be removed from the league or barred from tournament play. There is no reason to forfeit your games or to no-show. Get your players to plan accordingly so your team is fully staffed.

16. **Protests:** All decision made by the officials are final

17. **Fight Policy:** Any person engaging or inciting a fight will cause team to be disqualify.

18. **Jewelry:** Wearing jewelry, earrings, wedding rings, or any metallic items during games are not permitted

19. **Jerseys:** Teams must have at least 2 color jerseys with numbers.