



## **Basketball Tournament Rules**

**Tournament Format:** All divisions will play a round robin tournament.

### **General Tournament Guidelines:**

Teams must report to their games 30 minutes prior to the start of the game. Once the preceding game has concluded, coaches are responsible for confirming their roster and athletes' jersey numbers that are preprinted in the score sheets.

**If an athlete is not listed on the score sheets, they are not eligible to compete in the tournament. No additional athletes may be added to the rosters/score sheets the day of the tournament.**

- Only the athletes and coaches on the competing team during the scheduled game may sit on the team benches. All others must sit in the bleachers or the designated seating area. Head coaches cannot have registered assistant coaches coach from the opposite side of the court or underneath the basket. Only coaches listed on the game roster will be permitted to be on the bench. Only one coach may stand at the team bench at any time.
- If an athlete arrives 10 minutes after an official whistles the start of the game, they will not be permitted to play in that game.
- If a team arrives more than 10 minutes after its scheduled game time, it will be declared a forfeit. The tournament will continue, and the team who forfeited the game will receive a loss and the opposing team will receive a win. A forfeit counts as a 2-0 victory/ 0-2 loss to the teams involved.
  - ***In the event a forfeiting team is tied with two other teams, the forfeiting team will automatically lose the tie-breaker. The established tie-breaker rules will then be used to determine a winner between the remaining two teams.***
  - *For Example: If the "Sonics," "Bulls," and "Heat" all have a record of 1-1 in their division, but the "Sonics" forfeited its game against the "Bulls" then the "Sonics" would automatically finish in third place. Since the "Bulls" lost to the "Heat", they would place second and the "Heat" would place first.*
- All uniform tops must have numbers on the front and back.
  - If there is a uniform infraction, the team is assessed a technical foul. The opposition receives a 2-shot foul to start the game, possession of the ball, and possession arrow in their favor.
- Shirts may be worn under the uniform top. If an athlete chooses to wear an undershirt, it must be the same color as the predominant color of the jersey. If it is not the same color, the athlete/coach has two choices:
  - They can remove the undershirt and start the game as usual.
  - If any athlete chooses not to remove an alternate color undershirt, the team is assessed a technical foul. The opposition receives a 2-shot foul to start the game, possession of the ball, and possession arrow in their favor.
- All games will use the standard basketball and free throw lines.

If a coach has a question/conflict with an official, please approach a Special Olympics staff member or a league director at the site. Do not interrupt the flow of the game with inquiries. League rules for athlete and coach misconduct will be enforced during tournament play.

### **Protests**

Protests may only be filed by a Head Coach or his/her designee (in the absence of a Head Coach).

Protests may be submitted for one or more of the following reasons:

- Misinterpretation of sport rules
- Failure of a referee or judge to apply the correct rule
- Failure to impose the correct penalty for a violation

The following are not subject to protest or appeal:

- Fact-specific judgment calls of referees, judges or others
- Divisioning and meaningful involvement decisions

Protest forms are available in your coach packet or through the site director and **must be submitted within 30 minutes of the conclusion of the game.**

All protests must be accompanied by a \$25.00 fee. Fee will be accepted by cash or check only and may be reimbursed only if the challenge is upheld.

Completed protest forms and the accompanying fee may be given to the site director at your competition location or to a Special Olympics New Jersey staff member.

### **Overtime**

If the game is tied at the end of the 2<sup>nd</sup> half, a 4 minute running time overtime period will be played to determine a winner. During the first two minutes of overtime, the clock stops only on free throws, timeouts, and at the referee's discretion. During the last two minutes of overtime, the clock stops on all whistles. The clock does not stop after a made basket. Additional overtime periods will be played in the same manner as needed if the score remains tied at the end of an overtime period. Each team receives one additional full timeout at the start of the overtime period, in addition to any unused timeouts from regulation.

### **Record Tie Breaker Rules**

If there is a tie in team records, the following will be used to break a tie:

1. Head to Head competition
  2. Least Points allowed (total)
  3. Most Points scored (total)
- If 2 teams have identical records use Step 1 to determine top finishing position.
  - If 3 teams have identical records, use Step 2 to determine top place.
    - i. Once one team has been decided as the top finisher among the three tied teams using step 2 listed above, the place of the remaining two teams will be decided by the results of their head to head competition.
    - ii. If two of the three teams remain tied after step 2 (Least points allowed), award the team allowing the most points the lowest place in the scenario, then utilize head to head between the two tied teams to declare a winner.
  - If 3 teams remain tied after using step 2 (Least points allowed), Use step 3 (Most points scored) to determine top place

- i. Once one team has been decided as the top finisher among the three tied teams using step 3 listed above (Most points scored), the place of the remaining two teams will be decided by the results of their head to head competition.
- ii. If two of the three teams remain tied after step 3 (Most points scored) award the team scoring the least points the lowest place in the scenario, then utilize head to head between the two tied teams to declare a winner.

### **Ejections**

If an athlete, coach, or spectator is ejected from a game, he or she is automatically suspended from any and all subsequent Special Olympics New Jersey activities until a disciplinary meeting is held with Special Olympics New Jersey to review the incident. Following the disciplinary meeting, Special Olympics New Jersey will determine if/when the individual(s) may resume participation. Any individual ejected from a game will be required to serve a *minimum* one game suspension.