

SVBC Tournament Rules

1. All players on the roster need to be of Asian descent and are listed on only one team roster. Players appearing on more than one roster will be disqualified from the tournament.
2. Each team's composition will conform to the official tournament roster. A liability waiver form must be signed by the parent or legal guardian of each player and submitted by the team before the player will be allowed to participate.
3. All teams must be ready to play at game time, as game time is forfeit time. There is no waiting period. A team must have at least four (4) players to start the game; otherwise, they forfeit. All games will start as scheduled unless there is a delay from the previous game.
4. A tournament appointed scorekeeper and timekeeper will be designated as official scorekeeper and timekeeper for each game. A team can provide their own scorekeeper to sit with the official scorekeeper to assist as well as keep its own records. This procedure is intended to minimize errors.
5. The SVBC Tournament Committee has the power to act if any infraction occurs, and its ruling is to be accepted by the team or teams involved. This includes post game forfeiture of games at any time.
6. The medical expenses of player(s) injured during this tournament play will be the responsibility of the team they represent. Each team is expected to have insurance so that player(s) will be adequately covered.
7. SVBC, its officials and its members, tournament officials and coaches, schools and school districts shall not be liable for any injury or loss sustained by the players, the teams and/or the spectators.

All games will be played under the current NFHS Official High School Basketball Rules. Except as noted below:

Game Rules

1. All players of each team must have same colored uniforms; any single or double-digit identifying numbers are legal.
2. No shot clock is used in the lower divisions, grades 5-8. The shot clock might be used for grades 9-12, depends on the availability of the shot clock in the gym and the approval of the division coordinators. (Please verify with referee).
3. 3-point shots will be awarded only on courts with clearly marked 3-point line. (Please verify with referee).
4. Full-court press is allowed in 5th grade or higher divisions except as noted on the next line. No full-court press is allowed for 4th grade or under divisions.
5. Below high school division (grades 5-8), no full-court press is allowed for teams with a 20-point lead. Team with a 20-point lead shall fall back 3 feet behind the half-court line. Once the other team crosses half-court, the leading team may apply pressure.
6. All boys 7th grade or higher divisions will use official-size (29.5") basketball. Boys grade 6 and below and all girls divisions will use intermediate-size (28.5") basketball.

Game Time

1. High school (grades 9-12) divisions: Four 8-minute stop-clock quarters will be played.
2. Middle school and lower grade divisions: Four 7-minute stop-clock quarters will be played.
3. 1 minute rest period between quarters.
4. 5-minute rest period during half time.

Timeouts

1. Five timeouts per game: Three 60-second full timeouts, and Two 30-second timeouts.
2. Timeouts may be used in any quarter, but may not be carried over to overtime.

Overtime

1. Overtime play will begin with a jump ball.
2. First overtime period is 3 minutes, stop time.

3. Second overtime period is sudden death - first team scores wins.
4. No sudden death in Championship Games. All overtime periods will be 3 minutes, stop time. The game ends, when at the end of any overtime period, the score is not tied.
5. One 60-second full timeout in each overtime period per team. No overtime carryovers from regulation play.

Team Fouls

1. 1-and-1 free throw is awarded to the shooter from the 7th foul by the opponent team in each half.
2. 2 free throws are awarded to the shooter from the 10th foul by the opponent team in each half.
3. Team fouls from 2nd half will carry over to overtime period(s).

Technical Fouls/Ejection

1. A player or coach displaying unsportsmanlike behavior (physical contact, trash talking or taunting, excessively arguing for the referee judgement call, etc.) can be given a technical foul without warning
2. When a technical foul is called, the opposing team will be given two (2) free throws and possession of the ball.
3. A player or coach with two (2) technical fouls in the same game will be automatically ejected from that game and is ineligible to play or coach in the next game.
4. If a team is assessed with three (3) technical fouls in the same game, that game is automatically over and the team with three (3) technical fouls automatically loses the game.
5. Fighting will not be tolerated. Two (2) technical fouls will be assessed, and the player is automatically ejected from the game. Furthermore, the player is banned from further play and attendance of all tournament activities.
6. A player or coach that has been ejected from the game must leave the gym immediately. If the ejected person does not leave the gym within three (3) minutes, the game is forfeited.

- No unsportsmanlike conduct will be tolerated from the coaches, players, or spectators. Please do not cheer against the opposing team!!
- No rescheduling or return of entry fees will be permitted in the event of forfeitures or game over due to technical fouls.

Protests

1. Protest of any game must be made to the SVBC Tournament Coordinator(s) or Site Administrator(s) of the respective divisions within five (5) minutes after the conclusion of the game in question. The committee has the authority to act and its ruling is to be accepted by the team(s) involved. All teams shall be responsible for the enforcement of the Rules and Regulation.
2. The referee judgment calls can NOT be protested, as their calls are final.

Tie Breakers for 4 and 6-Team Divisions

- A. On a 3-way tie, only the same pool games will count towards the tie breaker.
 1. The 1st tie breaker will be based on total point differential in all games, but up to 15 points credit per game. (If 3-way tie becomes 2-way tie, then apply Rule B.)
 2. The 2nd tie breaker will be least points allowed for games within the same pool
 3. The 3rd tie breaker will be lowest margin of losses for games within the same pool
 4. The 4th tie breaker will be least points allowed for losses within the same pool
 5. If there is still a tie, a coin flip will determine the standing. Odd coin team is out until there are only two teams. Head to head between these two teams determines the standing.
- B. On a 2-way tie, only head-to-head competition will count towards the tie breaker.