



# JAM ON IT!

## ALL UNDER ONE ROOF BASKETBALL

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### Jam On It 2017 Tournament Rules

Revised 2.18.2017

#### Sportsmanship

- Zero tolerance of unsportsmanlike conduct.
- If a spectator/parent is ejected from a game, their child may be removed as well and the team will be assessed a technical foul! Tournament director makes final decision on when & if the parent and player can return!!

Quarters/Halves	Overtime Period	Halftime	Warm-Up	Ball Size
2 <sup>nd</sup> - 4 <sup>th</sup> : 16 minute stop clock halves 5 <sup>th</sup> - Varsity : 16 minute stop clock halves	First - 2 minutes, 1 minute afterwards	5 minutes	5 minute Minimum	B 2 <sup>nd</sup> -6 <sup>th</sup> & Girls: 28.5 B 7 <sup>th</sup> -Var: Regular

#### Age/Grade Verification

- It is the coach's responsibility to keep proper AAU cards, grade and age verification for all players with them at all times during the tournament.

#### High School Rules with the following exceptions:

- On ball 5-second count in the frontcourt only while dribbling and holding the ball.
- 10-second backcourt count when no shot clock is being used.

#### Time Outs

- 3 - full & 2 -30 second time outs per game. Time outs do not carry over into overtime. Each team will be given 1 full timeout if the game proceeds into overtime. No additional timeouts for double overtime and beyond.

#### Pressing/Mercy Rule

*We care about protecting the integrity of the game. There is no reason to humiliate teams.*

- Running clock - Once the lead reaches 30 points the losing coach has the option if the clock runs or not.
- Level 1 – **REFER TO LEVEL GUIDELINES FOR LEVEL 1 PRESSING RULES**
- Level 2 – **REFER TO LEVEL GUIDELINES FOR LEVEL 2 PRESSING RULES**
- Level 3 – **REFER TO LEVEL GUIDELINES FOR LEVEL 3 PRESSING RULES**
  - Definition of a press: After a team secures possession of the ball - the opposing team guards full court.

#### Fouls

- A player fouls out after the 5<sup>th</sup> personal foul
- Teams will shoot 1 & 1 on the 7<sup>th</sup> team foul of the half and 2 shots on the 10<sup>th</sup> team foul.
- If a coach or player is ejected from a game, it is at the tournament director's discretion if they can participate in the next game.
- If a coach or player is ejected twice in a tournament it is at the tournament director's discretion if they can participate in the rest of event.
- Coaches can stand following the first technical foul.

#### Free Throws

- The players lined up along the key may enter the lane on the shooters release of the ball.
- Maximum of 6 players are allowed in the lane along with the shooter at the top of the key.

#### Tie Breakers

- In the case of a tie, the following format will be used:
  1. Head to Head
  2. Point differential (between teams in tie) with a maximum of 13 points
  3. Point differential (all teams) with a maximum of 13 points
  4. Points allowed

**Multiple Team Rules:** Players may play on multiple teams from the same club as long as they are not in the same grade and the player qualifies for the age and grade requirements of both divisions. Players must be listed on both rosters at check in – prior to the start of the first game. Players must be present at the beginning of the game and cannot arrive late due to playing in another division. Violation of these rules may result in both teams associated with the player forfeiting.

- Ex: A Jam On It 5<sup>th</sup> grader can play on both the Jam On It 5<sup>th</sup> and 6<sup>th</sup> grade teams in separate divisions
- Ex: A Jam On It 5<sup>th</sup> grader may NOT play on both the 5<sup>th</sup> grade level 1 and 5<sup>th</sup> grade level 2 teams.

#### Protests

- \$100 cash protest deposit. Only if protest is valid, the team will receive a full refund of the protest fee.
- Protesting team must first provide proof of certifications prior to the accused team being investigated.
- All protests must be filed within one hour of protested games completion.
- Once contacted by the tournament staff, the accused teams must provide information within one hour of being notified.

**Dunking or hanging on the rim outside of game time will result in a technical foul**

**All Tournament Director decisions are final.**