



**45<sup>th</sup> Annual COCA-COLA BLUE HAWK  
Amateur Basketball Tournament RULES  
February 25-26, 2023**



Play shall be governed by National Federation High School basketball rules with the exceptions listed below.

1. **Players may play on ONE TEAM ONLY!** Any team determined to be playing with an ineligible player(s) will be immediately disqualified from the tournament. All players must be listed on roster submitted for the tournament.
2. **Any Men's Team with a player (age 44 or less) having College or "Red Shirt" experience must be classified Commercial 2 or above as per NDABI rules.**
3. **PLAYER ELIGIBILITY:** H.S. students are not eligible. College "Red Shirts" are eligible. Player cannot be on a college team (this includes after the completion of this year's season). A College player who has been dropped from a college roster, resigned from school, or has been declared ineligible before January 1, 2022 can play, provided he/she obtains a written release from the coach and submits said release to tournament manager with team registration.
4. **PICK-UP PLAYERS:** Within the guidelines listed above, teams may pick up whomever they wish; as long as the team registers in the proper division said players upgrade them to. Teams playing in organized City Leagues; check with your League Administrator as to what NDABI classification you are.
5. **GAME TIME IS FORFEIT TIME! (Determined by Cell Phone)**
6. **NO JEWELRY what-so-ever! ALL JEWELRY MUST BE REMOVED!**
7. **May start with 4 players.**
8. **Games = two 20 minute halves (3 minute half time).**
9. **Clock stops = Free Throws / Timeouts / Last 2 minutes of game if 10 pt. spread or less.**
10. **30 Point Mercy Rule: During the last 10 minutes of the game, if at any point a team is ahead by 30 points or more, from that point forward the clock will only stop for timeout or injury (clock will run during free throws). Once this rule goes into effect, it continues even if point spread becomes less than 30 points.**
11. **NOTE: Game officials have the authority to "Call a Game" if the point spread is of a wide margin (official's discretion) and player's actions become disrespectful to the intent and integrity of the game.**
12. **Timeouts = 3 per game. (No carryover into overtime)  
1<sup>st</sup> Overtime = 2 minutes w/clock stopping. (1 Timeout per team)  
2<sup>nd</sup> Overtime = 1 minute w/clock stopping. (No Timeouts)**
13. **5 Personal Fouls.**
14. **Teams need to record only the players present at the start of the game & their proper #. Any player arriving after the start of the game must report name & # to the scorer before they are eligible to play. (Failure to record proper name & number before playing = technical foul).**
15. **Substitutions are made only on a dead ball. Team substituting must announce loud enough and be recognized by the official. Hustle on and off the court, as the clock is running.**



Teams will not be allowed to substitute toward the end of a half with the intent of running out the clock. The official may disallow the substitution and stop the clock in this instance so an unfair advantage is not caused by the confusion.

16. **NO PROTESTS!** The Official's decision and official scorebook is final.
17. Only the Team Manager (identified before the game starts) may discuss rule interpretations with the officials. **JUDGEMENT CALLS BY THE OFFICIAL ARE NOT QUESTIONABLE!**
18. **NO DUNKING ALLOWED AT ANY TIME!** (Before, During, or After your Game). This includes any attempted or successful dunk with or without the ball. Grabbing or hanging on the rim, backboard, or net will carry the same penalty. **(Technical Foul & EJECTION + next game)**
19. **All Technical Fouls = 2 shots plus ball at ½ court.** All unsporting and contact technical fouls count toward the 5 personal fouls for player disqualification & toward the team fouls for the bonus. Administrative technical fouls (ex: wrong # in the book) do not count toward the personal, but do count toward the team fouls for the bonus.
20. We follow NFHSAA rules! If it deserves a technical foul in a High School game – it deserves a technical foul in this game!
21. Any team/player which, in the judgment of the official, intentionally wastes time by not getting the ball to the official in a timely matter, may receive a “Delay of Game” technical foul (ex: holding ball & arguing a call toward the end of a ½ ; intentionally shooting the ball after the whistle; not retrieving a loose ball out of bounds, etc.). **(This is not an ejection type technical foul!)**
22. Whether playing the ball or not, **any hard foul (excessive contact)**, is considered an intentional foul.

## **PLAYER CODE OF CONDUCT**

All players are expected to conduct themselves in a sportsmanlike manner at all times!!! This is a recreational tournament. The “Heat of the Moment” excuse is not acceptable. Listed below are the “Technical Foul” guidelines. This is not an all-inclusive list. Items and situations not listed will be ruled upon by the game officials and/or Tournament Manager.

**We follow NFHSAA rules! If it deserves a technical foul in a High School game – it deserves a technical foul in this game! (Additional: a 5-minute cool-down accompanies the 1<sup>st</sup> Technical Foul)**

**Committing an unsporting foul:** This includes, but is not limited to, acts or conduct such as:

- Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.
- Using profane or inappropriate language or obscene gestures. This includes casual profanity.
- Baiting or taunting an opponent. (NOTE: The NFHS disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin.)
- Purposely obstructing an opponent's vision by waving or placing hand(s) near his/her eyes. (NOTE: Purposely diverting an opponent's attention by waving is different than holding or waving the hands near the opponent's eyes for the express purpose of obstructing the vision so that he/she cannot see.
- Faking being fouled, knowingly attempting a free throw or accepting a foul to which the player was not entitled.
- Leave the playing court for an unauthorized reason to demonstrate resentment, disgust or intimidation.

**1<sup>st</sup> Unsportsmanlike Technical Foul:** 2 Free Throws + ball at ½ court + 5-minute cool-down on offending player. (Player must sit 5 minutes of actual game time off the clock before re-entering the game.)

**2<sup>nd</sup> Unsportsmanlike Technical Foul on same player in a game and/or Single FLAGRANT Foul:** 2 Free Throws + ball at ½ court + Player **EJECTION** for that game + the next game.

**Fighting will result in player disqualification from the tournament!**

