



2012 CALIFORNIA STATE GAMES

Basketball Tournament Rules

All games are played using National Federation High School Rules.

Expectations and rules of note include:

1. Running clock for first 18 minutes of 1st half (stop clock last 2 minutes)
2. Running clock for first 18 minutes of 2nd half
3. Stop for last 2 minutes of 2nd half unless point spread is 15 points or more
4. Player fouls out on 5th personal foul (20 seconds to replace)
5. Penalty for any technical foul is 2 shots and possession of ball at division line
6. Each team is allowed 2 timeouts per half (no carryover)
7. Overtime periods are 3 minutes (2 minute run and last 1 minute stop time)
8. Each team is allowed only 1 timeout per overtime
9. There can only be one head coach (others must remain seated)
10. The head coach may call timeouts
11. 12 & over boys will use large ball, girls and 11 & under boys will use small ball (28.5)
12. Players may not participate wearing jewelry or hats (girls – no metal in hair. i.e. bobby pins)
13. Home Team – The top/left team on the schedule shall be the home team and shall wear WHITE JERSEYS. Home team shall sit on the scorekeepers left. Visiting team shall wear dark jerseys and sit on the scorekeepers' right.
14. 10 seconds to advance the ball across half court (boys & girls)
15. 5 seconds closely guarded & held (boys & girls)
16. Protests: No protests shall be made on the playing rules. Otherwise, protests must be submitted in writing. Tournament Director's decision shall be final. A protest fee of \$50 will be implemented.
17. Unsportsmanlike behavior will not be tolerated – players, coaches and parents can be removed from the facility.
18. **ANY COACH OR PLAYER WHO IS EJECTED FROM A GAME WILL BE FORCED TO SIT OUT THEIR NEXT GAME. NO EXCEPTIONS.**

Pool Play Tie Breaker

- a. In any situation where two (2) teams are tied, head-to-head competition between the teams will determine the winner.
- b. If more than (2) teams tie, a point differential tie-breaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential – with the highest number placing first, the second highest placing second. (The maximum that you can beat a team and still gain an advantage is 15 points.)
- c. If two (2) teams are still tied after the application of the formula, go back to (a.) to break the tie.
- d. If two (2) teams are still tied after the application of the formula, the point differentials of the teams not involved in the tie are added, and the results recalculated.
- e. The score of all forfeits shall be 15-0. (For Tie Breaker Examples please see Appendix i.)
- f. If there is still a three way tie, three way flip of the coin. Odd coin out.

Referees will bring captains to center court prior to each game.

Referees will be approachable, but will not be required to explain calls involving judgment.