

REFEREES TOURNAMENT NOTES

- 1) The length of each pool play game is **18 minutes per half**. The first half is running time with the **last 15 seconds stop time**. The **last two minutes of the game is stop time**. During the **last minute, the clock stops on all made baskets and any whistles by the referee**.
Overtime will be as follows: **2 minutes total** with the **last minute=stop time**.
- 2) Since there is no shot clock, the **5 second closely guard rule is in effect throughout the game**.
- 3) **RULE: When the game clock has reached the last 2-minute mark of the second half, each team will have their team fouls advanced to FIVE (5)**. Teams will now have one foul to commit before one and one situation is in effect on the (7th) team foul
- 4) Each team will be entitled to **three (3) time outs per game**. They **do not carry over** into overtime. Each team is allowed one time out in the overtime period.
Halftime for all games is two (2) minutes.
- 5) Tucking in of shirts/jerseys is optional.

SCOREKEEPERS DUTY – During the game

- 1) **RULE: When the game clock has reached the last 2-minute mark of the second half, each team will have their team fouls advanced to FIVE (5)**. Teams will now have one foul to commit before one and one situation is in effect on the (7th) team foul
- 2) **REMEMBER to keep Individual stats for each player**. This will ensure that the team stats are correct. 1st half and 2nd half player points should be recorded in the appropriate areas.

SYMBOLS TO USE FOR SCOREKEEPING

X = 2 points scored

3 = 3 point field goal scored

∅ = made free throw

0 = missed free throw

- 3) At the **end of the game, write the total score for each team big and bold and circle it** so it is visible.
- 4) **Bring the score sheet to the tournament coordinator.**

SCOREKEEPERS NOTES

- 1) Please remember that you are performing a necessary and extremely important job of this tournament.
- 2) Please remember to **be courteous to all** inquiries made by the teams. However, only the captain or coach of the team should be asking about the score or how much time is left. Do not respond to any one else.
- 3) If there are any problems with the participants/coach/spectators in the game that you are scorekeeping, please inform the referee. They are there to help you.
- 4) **DO NOT CHEER FOR ANY TEAM. YOU MUST BE IMPARTIAL.**
- 5) Do not chit chat with others while scorekeeping as you may miss a score, foul, etc. **STAY FOCUSED ON THE GAME.**



NACBA 2026 RULES OF PLAY



Current NCAA and HIGH SCHOOL rules apply in all games subject to the following exceptions/modifications:

1. Timing Regulations:

Round Robin or similar (all Divisions):

- Two (2) eighteen (18) minutes halves, with a running clock.
- Stop time in the last 15 seconds of the first half and in the last 2 minutes of the second half.
- Stop time after all made baskets in the last 1 minute of the second half and during any overtime periods.
- Halftime is 2 minutes in duration.

New Rule: When the game clock has reached the last 2 minute mark of the second half, if either team has not reached a total of 5 team fouls, then their team's team foul will be adjusted to 5 team fouls for the half.

Playoffs-Same as the round robin except two (2) twenty (20) minute halves, with a running clock for the following games:

- Men's Open Semi-finals, finals; Championship Finals (Women's, Friendship, Seniors, Masters, Youth)

All other playoff games, not listed above, will be using the same timing regulations as in the round robin. Overtime (all games):

- 2 minutes, with a running clock; stop time in the last minute, including after all made baskets.

2. Time outs:

Each team will be allotted three (3) sixty (60) seconds time outs for each game with no carry over into any overtime periods. Each team will be allotted one (1) time out per over time period with no carry over. Game clock is stopped during all time-outs.

3. Uniforms:

Each player on the same team must wear the same colored (reasonably) jersey. Each player with an illegal jersey will be assessed a team technical foul (recorded as a team foul but not a personal foul) upon first entry into the game as a player. The penalty will be 2 free throws and possession of the ball for the opposing team for each infraction. There are no restrictions on the color of any of the other garments worn by players. However, each team should have two set of colored shirts/uniforms (one light color and one dark color. In the event that two teams are wearing the same color, the team that has joined the NACBA most recently must change their color uniform.

4. Forfeitures:

All games must start exactly at the scheduled game time, with each team having at least five (5) players to start the game; there is no default time. Failure to have five (5) players to start a game will result in forfeiture. Once a game has started in accordance with above, once a team has been reduced to three (3) players or less, that team will forfeit the game at that point. If game times are behind schedule, the next game must start within five (5) minutes from the end of the previous game. Failure to start the game by any team, for any reason, will result in forfeiture.

5. Dunking:

Including grabbing or pulling the rim, is not permitted at any time except during live game play.

6. Five second count

Will be in effect in all games (closely guarded and dribbling) except those games when a shot clock is used (count in effect while holding the ball).

7. Shot clock:

Will be used for Championship games in the Men's Open, Men's Friendship and Women's Open divisions.

Tournament Rules & Regulations

Teams will play at least three (3) games throughout the tournament. Men's Open teams will play at least four (4) games. Upon completion of preliminary game play, teams may advance to the playoff or consolation round based on their seeding.

Flagrant & Technical foul:

Flagrant fouls will be penalized in accordance with the NCAA Rules of Play. Flagrant fouls will be reviewed by the Committee and may result in a player disqualification from the tournament. Fighting is strictly forbidden and players and/or teams may be disqualified from the tournament. The following penalties will be assessed at a minimum:

- **1st fight** – player/players will be disqualified from the tournament.
- **2nd fight** – team will be disqualified from the tournament.
- **Other penalties may follow as determined by the NACBA Executive Board, in its sole discretion.**

2 technical fouls assessed to any player during a game shall result in automatic ejection and may result in other penalties as determined by the NACBA Executive Board.

All Players must present original documents and photo identification (passport, birth certificates, etc.) that proves age and/or nationality at the request of the Tournament Committee. If a protest is lodged, the burden of proof is on the player to prove otherwise. Failure to do so will result in such player's disqualification from the game and tournament. All protests must be submitted by the coach and/or team captain by notifying the tournament coordinator in the respective gym before the start of any scheduled game. A \$100 cash deposit must be made prior to any protest. If age and/or nationality cannot be confirmed at the time of protest, each game that such player has participated in will result in a forfeit and such player will be forbidden from continuing to participate in the tournament.

Except as otherwise set forth, players may only participate on one team and only in one division. Any player caught playing on another team within the same tournament will result in the disqualification of such player and each team that he or she played with during the tournament will be considered a loss.

In the 40+, 45/50+, 55+ and 60+ Men's Divisions, players may participate in more than one division but no more than two divisions. For example, a player who is 56 years old can play in both the 55+ and 45/50. These players that are playing dual divisions must be approved by the NACBA board prior to the tournament.

A limited number of exceptions related to the youth divisions can be granted on an as need basis.

Team Forfeits:

Any team that forfeits a game either by not showing up on time or walking off the court during a game may be disqualified from the tournament pending the decision of the NACBA Board. In addition, the team and/or organization may also be banned from the NACBA Invitational Tournament for a period of not more than three (3) years, as determined by the NACBA Executive Board.

Tie Breaking Procedure:

A) Two team tie – head to head, win/loss between the two teams tied.

B) Three team tie – to determine first place: head to head W/L among three teams tied, then total point differential of the three teams tied against each other if necessary. To determine second place: head to head Won/Loss.

C) Four team ties – settle the highest ranking team first, then revert back to three team tie break rules, and so on. If any point differential ties exist after taking the sum total of all tied teams, then total point differential of all teams in your division is the next tie breaker.

Point Differentials:

The maximum number of points counted for point differential purposes is 20 points. Blowouts and running up the score are NOT encouraged.

Work Teams:

Teams are required to work their assigned games during preliminary play and during the single elimination playoff/consolation round of the tournament. Failure to do so shall result in forfeit of the team's next game, disqualification from the tournament and a ban from the NACBA Invitational Tournament for a period of not more than two (2) years plus loss of the team deposit, , as determined by the NACBA Executive Board.

Food and Drink:

Unless permitted by the facilities, please refrain from bringing food/drinks inside the gymnasium. In addition, please throw all garbage in their proper receptacles. Repeated violations will be penalized accordingly at the discretion of the NACBA Executive Board.

Sales/concessions:

No one may sell any food, beverage, or merchandise without first obtaining written permission from the NACBA.

Conduct

The NACBA has a zero tolerance policy regarding fighting and acts of violence. Please see paragraph 8 for penalties for fighting during games. Any player or team personnel committing an act of violence will be (i) ejected from the game, (ii) disqualified for the remainder of the tournament and (iii) asked to leave the venue immediately. If circumstances warrant, violators will be remanded to local law enforcement authorities. Also, at tournament staff/director's discretion, any player, coach, team support personnel, tournament participant, or fan exhibiting conduct unbecoming to the event may be subject to disqualification and ejection from the tournament venues at any time. During the tournament, all teams represent the NACBA. Please conduct yourself in a respectful manner. Any conduct unbecoming exhibited by any team including players, coaches, and support personnel will not be tolerated. Such conduct may result in forfeiture, ejection, and bans from the current and future tournaments, as determined by the NACBA Executive Board.

Other Rules:

The NACBA Executive Board may make any other decisions in the interests of sportsmanship, fairness, time, etc. These decisions are final.

**SCORE SOME POINTS, HAVE SOME FUN, MOST OF ALL...
MAKE SOME NEW FRIENDS !**