



Northwest Regional Basketball Tournament

2009 Rules

Players/Uniform:

- Games will be played between two teams with 5 players each. Teams must start and end with a minimum of 4 players.
- All players must wear permanently number jerseys/t-shirts of the same color. Legible numbers must appear on a least one side (back or front of shirt). Taped or pinned on numbers are not allowed. Pinnies are available for check out.
- The "first" or "top" team on the schedule will be the home team and will have the choice of jersey color. The visiting shall wear different colored shirts. Teams may check out pinnies if needed.
- Teams will only be allowed one non-player on the bench to act as coach.

Starting the game:

- The game shall begin with a jump ball between any two players, one from each team, with possession alternating between each team in all jump ball situations after the opening jump. Each overtime period will begin with a jump ball between any two players, one from each team.

Regulation Timing:

- The game shall consist of two twenty-minute halves.
- Half-time will be five minutes in length.
- Each team is permitted three time-outs per game, each one minute in length.
- The clock will run continuously until the last two minutes of each half when it will stop for all fouls, violations, and time-outs.
- EXCEPTION: If a team is ahead by 10 or more points anytime during the last two minutes of the second half, the clock will continue to run without stopping until the point differential is below 10 points.

Overtime:

- If the score is tied at the end of the second half, play shall continue without a change of baskets for one or more extra periods with a one minute intermission before each extra period.
- The length of each extra period shall be two minutes. The clock will run continuously until the last minute of each extra period when it will stop for all fouls, violations, and time-outs.
- Each team is allowed one time-out, one minute in length for each overtime period. Time-outs not used during regulation play cannot be used during the overtime period(s).



Tiebreaker:

- The championship playoffs are determined by the following criteria:
 - The top two teams from each pool qualify for the championship playoffs following pool play.
 - If a tie exists, it will be decided as follows
 - A team that forfeits is dropped to the lowest possible position among teams
 - Head-to-Head Record
 - The difference between total points scored versus total points allowed.
 - If two teams are tied after calculating point differential, the head-to-head match up of those teams will break the tie.
 - If three teams are tied after calculating point differential, points allowed will be used to break the tie.
 - If three teams are still tied after calculating points allowed, a coin flip will be used as determined by the tournament director.

Forfeits:

- If a team does not have the minimum number of players (4) to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit. The team that is ready to play will also be awarded 2 points for every minute the game is in forfeit time. After 10 minutes have expired, the game will be considered a forfeit and the winning team will receive a winning score of 10-0.
- If neither team has the minimum number of players to start a contest at the scheduled time, both teams will be given 10 minutes to secure the correct number for the game is declared a forfeit.

Ejections:

- If any player is ejected from a game due to unsportsmanlike conduct, the captain of that team must meet with the Tournament Director's designee to determine the player's eligibility for the remainder of the tournament.
- Two technical fouls due to unsportsmanlike conduct on the same player in the same game will result in ejection.
- Any team receiving three unsportsmanlike technical fouls in one game will forfeit that game. The score of that contest will be recorded as 2-0 or as the actual point differential, whichever greater benefits the winning team.
- Three technical fouls due to unsportsmanlike conduct on the same team in the same game will result in a meeting with the Tournament Director's designee regarding further eligibility in the tournament.
- Any player accumulating three unsportsmanlike technical fouls during the tournament will be barred from further participation



Protests:

- In case of a misapplication or misinterpretation of a rule by an official, teams have the option to protest.
- If a team wishes to protest because they believe a correctable error has occurred they must do the following:
 1. Upon gaining possession, the team will call a time out, alert the game officials that they wish to protest and will state specifically what “correctable error” they think has been made.
 2. The game officials will alert the team that a) the error is not correctable, b) the error is correctable or c) they aren’t sure.
 3. The Protest Committee will evaluate the situation and determine a ruling.
- All decisions by the Protest Committee are final.
- The timeout will be charged to the team if the protest is found to be invalid
 - If no timeouts remain, a technical foul will be assessed.
- Teams may not protest a judgment call of an official.