**GAME RULES FOR SEATTLE YOUTH BASKETBALL AND NORTHWEST ALL STARS CO-HOSTED EVENTS**

**NFHS high school rules, with the following exceptions:**

**20 minute halves. Running clock for the first 18 minutes of each half, stop clock the final two minutes of both halves. Halftime is 3 minutes. Warm up will be the time until the next scheduled game, or a 4 minute minimum warm up, whichever is greater. Games start at the designated time unless both coaches agree to start early, AND the gym manager is made aware of the early start.**

**If a team does not have 5 players present at the designated game time in order to start an official game, but it is known that the fifth player will arrive within five minutes, the gym manager may allow for a five minute grace period, and the entire official game may still be played once that 5th player arrives within that grace period. Any game not granted that five minute grace period that is delayed by waiting on a team’s fifth player must have that number of minutes reduced from the total time played, but a scrimmage of either 4-on-4 or 5-on-5 may be offered so that the teams and fans still get something out of the hour. Officials are aware that they will still work a scrimmage so that the action can be controlled. The result of a scrimmage will not count in the official standings of the event, but will show as a 2-0 win in favor of the team that had five players ready to start on time.**

**No shot clock. 10-second backcourt will be called. 5 seconds closely guarded will be called as it is for high school boys, both dribbling and held ball.**

**Overtime. In the event of a tie at the end of regulation, we will play an untimed sudden death overtime, with the first team to score a point of any kind being declared the winner.**

**Each team gets two 30-second time outs per half. No carryover of time outs from the first half into the second half, nor from the second half into overtime. Each team will be allowed only one 30-second timeout in the event of a sudden death overtime.**

**Each player is afforded 6 personal fouls before being disqualified.**

**Technical fouls will result in 2 points and possession of the ball for the other team. Two technical fouls for any one participant during any one game, player or coach, will result in ejection from that game and that participant must leave the view of the court AND that participant will not be eligible for the next scheduled game for that team in that event.**

**All other fouls should be called and shot per NFHS rules.**

**Press and mercy rules. A team may not press full court once they are ahead by 20 points or more. They may return to full court pressure once the point differential is brought below 20 points. If a team is up by 20 or more points in the second half, the clock will continue to run the last two minutes of the second half, except during timeouts. If the point differential is brought back to within 10 points or less during that final 2 minutes, the clock would return to stop clock in order to give the team trailing an opportunity to come back.**

**Coaches are responsible for the actions and behavior of their team’s fans, and should expect to be asked by the officials and/or the gym manager to keep fans in line so that officials can allow games to continue within their control. Officials may warn a spectator directly with regards to behavior necessary to complete a game played under the officials’ control, and/or require a gym manager to eject a spectator, but no technical foul should be directed at that spectator’s team. Spectators that are ejected from a game must leave the view of the court and may not return for the next scheduled game for that team, and will not receive a refund of their admissions fee.**

**Each player may participate on only one team per division, but may play up in a higher division on another team from the same program, or if that second team is the player’s school team.**

**Players need reversible, or light and dark jerseys with unique numbers. An official roster, or the official score sheet from the first game of the tournament weekend must list all players’ names and jersey numbers for any player that may play for that team at any point during the event. The home team will be listed second in pool play, or on the bottom of the bracket, and that team will wear white or light colored jerseys. Gym managers reserve the right to make a decision regarding a home team wearing a dark uniform.**

**Tie breakers are as follows for teams finishing with identical win-loss records:**

1. **To break a two-way tie. Head to head results are considered first if the two teams have played each other. Whichever of the two teams won that game, wins the tie breaker.**
2. **Three-way tie. When Team A has beaten Team B has beaten Team C has beaten team A, and they end up with identical win-loss records, we consider only the teams involved in that three-way tie, and calculate which team allowed the least total points to be scored against them by each of the other two teams in their games against each other. Whichever team of those three teams that allowed the other two to score the least points against them would be awarded the top seed. If by chance two teams allowed an identical total that was less than what the third team had allowed, the third team would be awarded the lowest seed. Once the 3-way tie is broken to establish one of the three teams as no longer tied, the tie breaker for the two teams remaining tied reverts back to the head to head tie breaker.**
3. **If neither of the tie breakers can be applied to break the tie, the tournament director or that gym’s manager will designate a coin flip to determine seeding.**

**Any game related issue that cannot be resolved during the regular course of the game between coaches and officials will result in a decision being made by the gym manager and/or tournament director. That decision will be final.**

**Key PNBOA guidelines for officials, established, communicated and enforced per assignor, Salima Kanji**

**Per 1.2 PNBOA will provide officials who at a minimum are registered with the WOA.**

**Per 1.3 PNBOA officials are expected to look and conduct themselves in a professional manner.**

**Per 1.4 If the official(s) fails to arrive at least 10 minutes early for their first scheduled game of the day, this will be considered a late arrival. Gym managers will communicate with the tournament director, and the tournament director will communicate with the officials assignor to address all game fee and disciplinary action necessary.**

**Per 1.5 Gym managers shall report to the tournament director, for the tournament director to communicate on to the assignor if an official fails to meet expectations.**

**Per 2.4 Officials and gym managers should be introduced as soon as the opportunity presents itself as either comes to start their shift, so that gym managers can know how many games an official will be covering, and when to expect shift changes, and so officials know who to come to if they need a player, coach or fan ejected from the facility, or similar support.**

**Please contact Denn Pretz at 206-947-6644 with any questions about these rules.**