



2021 SPRING EXTRAVAGANZA INFORMATION AND RULES



GAME PLAY RULES

The Official Playing Rules will be the National Federation of State High School rules for the current year with the following modifications:

PRINTED ROSTERS: EACH TEAM IS RESPONSIBLE FOR PROVIDING (2) TYPED ROSTERS TO THE SCOREKEEPERS BEFORE EACH GAME. (NOTE: ROSTERS CAN BE PICKED UP AFTER THE GAME).

THE ROSTERS SHOULD INCLUDE TEAM NAME, AGE GROUP, JERSEY NO(S), FIRST & LAST NAME OF EACH PLAYER ON THE ROSTER

NO DUNKING RULE: Absolutely no dunking in warm-ups. A warning will be issued for the 1st violation and a technical foul will be called for each additional violation.

WARM-UP: 3 minutes of warm-up in between games (subject to change), 1 minute halftime (subject to change)

GAME LENGTH: There will be two 15 minute halves per game (15U-17U); There will be two 14 minute halves per game (11U-14U)

GAME PLAY: Stop clock on all dead balls

PLAYERS CHECKING INTO GAME: Players will NOT need to report to the scorer's table to check in. Coaches will need to communicate to the scorer's table & referees they are subbing (i.e. yell out sub).

FOULS: Note: A player fouls out on his 5th personal foul

BONUS: A team reaches the 1 and 1 bonus on the 7th foul of each half. **THERE IS NO 2 SHOT BONUS**

FREE THROWS: The ball becomes live on the release

TECHNICAL FOULS: The opposing team is awarded two free throws plus possession of the ball. Two technical fouls and/or flagrant fouls result in an automatic ejection from the game.

TIME-OUTS: All teams will have two (2) full length time-outs and two (2):30 second time-outs per game.

OVERTIME: Overtime is (1) minute in length with a running clock except the last 30 seconds. Each team has (1) 30 second timeout with no carry-overs. 3rd OT is sudden death.

RUNNING CLOCK: In games where a team is ahead by 20 points or more in the second half, the clock will continue to run

MERCY RULE: If a team is ahead by 15 points or more with 3 minutes or less left in the second half of a game, the game will be called.

DELAY OF GAME: First violation shall result in a warning. Any additional violations shall result in a technical foul being awarded and in those instances the rules for technical fouls come into play.



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GAME PLAY RULES CONTINUED...

BENCH RULES/DRESS CODE:

- A maximum of 3 coaches with valid certification and players are allowed bench access. Only 1 coach may be standing at a time. All coaches are required to dress in a professional manner. Coaches will not be permitted to wear hats, ear pieces, headsets, flip flops, etc. A team shirt/polo or an NY2LA Basketball shirt is preferred.
- All coaches are required to stay inside the designated coaching box. The first violation shall result in a warning. Subject to the discretion of the referee(s), any additional violations shall result in a technical foul being awarded and in those instances the rules for technical fouls come into play.
- Only coaches and players listed on the tournament roster for a given team are allowed on the bench for that team during the game. If a referee or a tournament staff member asks that an individual leave the bench and/or area and that individual refuses to, a technical foul shall be awarded to the opposing team. If the individual still refuses to leave, a forfeit will be awarded to the opposing team **subject to the discretion of the Tournament Director.**
- Only players on that team, not the program, are permitted to be on the bench during a game.

SPORTSMANSHIP:

- No fighting will be tolerated. Any player who is ejected for fighting is immediately suspended for the remainder of the tournament. Any coach or player leaving the bench during an altercation or coming off the bench to fight is immediately suspended for the remainder of the tournament.
- Coaches will be ejected on their 2nd technical and must leave the building. Any behavior deemed by the director, that puts the well-being of any player, coach, official, volunteer or spectator in danger will result in your team being dismissed without a refund.

CLEAN - UP: Please clean up under your bench after each game (i.e. bottles, cups, ice, wrappers, etc).

BASKETBALL SIZES: The "undersized" (28.5") basketball will be used for 11U-12U boys divisions.

UNIFORMS: Teams listed second and/or on the bottom of the bracket are the home team and wear the light/white color

FORFEITS: The game time will also be the forfeit time.

ONLY THE TOURNAMENT DIRECTOR HAS THE DISCRETION TO DECLARE A FORFEIT.