



Sacramento Asian Sports Foundation Basketball Tournament Rules and Regulation

A. Tournament

1. All teams shall be responsible for the enforcement of the Rules and Regulation.
2. Church/Roster Division team roster shall include only those players who have participated in league play for their organization during the current regular season, except players approved by SASF Tournament Committee waivers.
3. Each team's composition will conform to the official tournament roster.
4. Any team not ready to play after ten (10) minutes of their scheduled start time will forfeit the game. A team must have at least four (4) players to start the game, otherwise they forfeit.
5. Home teams will be the team listed at the top of each bracket (or listed first). Home team selects bench, basket & ball and will wear white jerseys. Visiting teams will be the team listed at the bottom of each bracket.
6. A tournament appointed scorekeeper and timekeeper will be designated as official scorekeeper and timekeeper, respectively, for each game. All teams should provide their own scorekeeper to sit with the official scorekeeper to assist as well as keep its own records. This procedure is intended to minimize errors.
7. Protest of any game must be made to the SASF Tournament Committee within five (5) minutes after the conclusion of the game in question. This committee has the authority to act and its ruling is to be accepted by the teams involved. Protests will be resolved before the next scheduled games of the teams involved.
8. The SASF Tournament Committee has the power to act if any infraction occurs and its ruling is to be accepted by the team or teams involved. This includes post game forfeiture of games at any time.
9. The medical expenses of a player(s) injured during this tournament play will be the responsibility of the team they represent. Each team is expected to have insurance so that player(s) will be adequately covered.
10. SASF, its affiliated organizations, its officials and its member and tournament officials and coaches, the Los Rios Community College District, the Sacramento City Unified School District, the Natomas Unified School District, and the Elk Grove School District and all activity sights shall not be responsible for any injuries to players and/or the spectators, or for the loss of players or spectators personal property.

B. Eligibility Of Players

1. Open Divisions:
Open Men's – Out of High School
Upper Gold – Boys & Girls 12th Grade & below
Lower Gold – Boys & Girls 11th Grade & below
Upper Silver – Boys & Girls 10th Grade & below
Lower Silver – Boys & Girls 9th Grade & below
2. Church/Roster Divisions Only:
C Boys & Girls 9th Grade & below
D Boys & Girls 6th Grade & below
E Boys & Girls 4th Grade & below
3. Players who are or played on a high school roster after December 1 during the current season are NOT ELIGIBLE.

4. Any grade/age requirement must be approved by SASF Tournament Committee waiver.
5. All waivers will be reviewed by the SASF Tournament Committee. This committee reserves the right to accept or deny any waived player.
6. A liability waiver form **MUST BE SIGNED** by the parent or legal guardian of each player and submitted by the team before the player will be allowed to participate.

C. Game Rules

1. All games (including girls' games) will be played under Boys Basketball Rules Book of the National Federation of State High School Associations, 2008-2009 editions, with the exceptions stated in subsequent paragraphs.
2. All players of each team must have same colored uniforms; any single or double-digit identifying numbers are legal.
3. Ball Sizes:
 - E-Boys division will use a 28.5" regulation women's high school basketball.
 - D-Boys division will use a 28.5" regulation women's high school basketball.
 - C-Boys/Boys Open divisions will use a regulation men's high school size basketball
 - E-Girls division will use a junior basketball 27.5" in circumference.
 - D-Girls through Girls Open Divisions will use a 28.5" regulation women's high school basketball
4. "E" divisions will shoot free throws from the base of the free-throw semi-circle, which is approximately ten (10) feet from the backboard.
5. "E" and "D" Boys and Girls:
 - (a) NO BACKCOURT PRESSURE after turnovers, defensive rebounds, or inbounds passes until the ball passes the half court line. Backcourt pressure violation shall be at discretion of referee (i.e. stop fast break, stop clock, etc...) First violation for backcourt pressure will result in only a warning. Subsequent violations results with offended team automatically awarded one (1) point and will continue to have possession of the ball. (Not a team or personal foul)
 - (b) Last 2 minutes of game and last 1 minute of overtime:
 1. Ten (10) second backcourt count is continuous, inclusive of time outs.
 2. Team with ball possession can only crossing the mid-court line (1) one time per possession even when inbounding the ball.
 - (c) Free throw shooters may cross the free throw line after shooting but may not "charge" the basket for a rebound.
6. No three (3) point goals in gymnasiums where there is no three-point line on the court.
7. MERCY RULE (applies to ALL divisions):
During the last quarter of the game, any team leading by a score of 20 or more points in the last two (2) minutes will be on running time. The clock will continue to run even if the score falls below 20 points during the last 2-minutes of the game.



8. REF: OF THE COACHES CODE OF ETHICS NATIONAL FEDERATION COACHES ASSOCIATION.
"The coach shall be aware that he or she has tremendous influence for either good or ill, on the student athlete and thus, shall never place the value of winning above the value of instilling the highest ideals of character".
9. TECHNICAL FOULS:
- When a technical foul is called, the opposing team will automatically be awarded two (2) points and will receive possession of the ball.
 - First Direct Coach Technical results in loss of coaching box. Second Direct Coach Technical or Third Team (Indirect) Technical results in ejection of the coach from the game and also the next game.
 - UNSPORTSMANLIKE BEHAVIOR WILL NOT BE TOLERATED.
 - A technical foul resulting from player taunting (trash talking to an opposing player, coach, spectator or referee) will result in an automatic two (2) points, possession of the ball and disqualifying the player for the remainder of the half in which the taunting was committed, with a minimum of four (4) minutes on the bench. The remaining time to be carried over to the next half of that game.
 - After the second technical foul is issued, the Player or Coach must leave the gym premises and remain 100 feet from the gym.
 - FIGHTING:
 - Fighting will result in automatic ejection and ban from further tournament play and attendance of all tournament activities.
 - A Player or Coach who is disqualified from a game for fighting must leave the gym premises and remain 100 feet from the gym.
 - The game will not continue until the disqualified player or coach leaves the gym premises and remains 100 feet from the gym. A three (3) minute delay due to the failure of the disqualified person(s) to leave will result in forfeiture of the game.
 - Compliance will be a team responsibility. Failure to comply will result in forfeiture of the game and exclusion from future tournament participation.
10. "E", "D" AND "C" DIVISION (Church Divisions):
- Game time: Ten (10) minutes running time quarters, with 1 minute between quarters and 5 minutes between halves.
 - Stop time: Last two (2) minutes of each half.
 - Time Outs: Each team receives two (2) one-minute time outs per half. No consecutive time outs by the same team. NO carry over from first half to second. There is carry over from 2nd half to overtime. Overtime & Sudden Death Periods - Each team receives one (1) additional time out for each period.
 - Overtime: In the event of a tie, there will be a 3 minutes running time period (STOP TIME IN THE LAST MINUTE). If the score is still tied after the overtime period, the game will go to sudden death overtime. First team to score WINS.
11. "OPEN MEN'S AND HIGH SCHOOL" DIVISION:
- Game time: Eight (8) minutes per quarter stop time, with 1 minute between quarters and 5 minutes between halves.
 - Time Outs: Each team receives: three (3) – one-minute and two (2) – 30 seconds time outs per game. Overtime & Sudden Death Periods – Each team receives one (1) additional full time out for each period.
 - Overtime: In the event of a tie, there will be one 3 minute running time period (STOP TIME IN THE LAST MINUTE).
- One (1) extra full time out in overtime. Unused time out from the second half may be carried over to overtime period. If the score is still tied after the overtime period, the game will go into sudden death overtime. First team to score WINS.
12. Determining the standings for a 6-team division.
The standings for a single 3 team pool will be determined by:
- Best Won / Lost Record.
 - Rules for a three (3) team tie breaker (Only to be used in the event all 3 teams finish with records of 1 win and 1 loss (1-1):
 - Tiebreaker #1—Point Differential: difference between winner and loser score - plus (+) if winner and minus (-) if loser. There will be a maximum value of +/- 15, regardless of the final score. Therefore, their will be no tiebreaker advantage whether winning by 15 points or 50 points.
 - Tiebreaker #2—If two teams have the same point differential: In the event that point differential does not settle the tiebreaker, and two teams are still tied, the head-to-head result between remaining teams will determine the higher seeding.
 - Tiebreaker #3—If three teams have the same point differential: Total points scored in the two pool play games will be the 3rd tiebreaker.
- ** If this does not resolve the ties, a coin flip will be used to determine final seeding for Sunday's play.*
****Coordinators-Get contact information (cell #'s) for teams, if it looks like there is going to be a tie.*
13. Determining the standings for a 4-team division.
- Best Won / Lost Record.
 - Tie Breakers:
 - Tiebreaker #1—Head to head winner: if two teams have the same won/loss record.
 - Tiebreaker #2—Point Differential: Difference between winner and loser score (+ if winner, and – if loser). There will be a maximum value of +/- 15 points, regardless of the final score. Therefore, there will be no tiebreaker advantage whether winning by 15 points or 50 points.
 - Tiebreaker #3—(if two or more teams have the same point differential): Total points scored in the two pool play games on Saturday will be the 3rd tiebreaker.
- ** If this does not resolve the ties, a coin flip will be used to determine winner.*
14. Players are allowed to play for only one team, and listed on only one roster. Failure to comply can lead to the individual and/or team(s) disqualification from the tournament.
15. No shot clock shall be used in any division.
16. BEFORE, AFTER, DURING GAME CONDUCT OF PLAYERS, BENCH PERSONNEL, PARENTS AND OR SUPPORTERS:
- Any conduct detrimental to the goals and/or purpose of the SASF tournament can result in the team being banned from current and future tournaments.