

**35th ANNUAL  
NINJA INVITATIONAL BASKETBALL TOURNAMENT  
March 26-27, 2016**

---

**RULES AND REGULATIONS**

---

All games will be played under the Boys Basketball Rules Book of the National Federation of State High Schools Association with exceptions stated below. Any team not ready to play 10 minutes after the scheduled game time will forfeit the game.

**DIVISIONS:**

12 <sup>th</sup> Grade.....	12 <sup>th</sup> grade and below (19 years and under)
11 <sup>th</sup> Grade.....	11 <sup>th</sup> grade and below
10 <sup>th</sup> Grade.....	10 <sup>th</sup> grade and below
9 <sup>th</sup> Grade.....	9 <sup>th</sup> grade and below
8 <sup>th</sup> Grade.....	8 <sup>th</sup> grade and below
7 <sup>th</sup> Grade.....	7 <sup>th</sup> grade and below
6 <sup>th</sup> Grade.....	6 <sup>th</sup> grade and below

**CLOCK:**

6<sup>th</sup> grade division:

Four 7-minute quarters

7<sup>th</sup> thru 12<sup>th</sup> grade divisions:

Four 8-minute quarters

6<sup>th</sup> thru 8<sup>th</sup> grade divisions:

1. No shot-clock for Boys or Girls divisions
2. 10 second back court rule in effect
3. 5 second closely guarded rule applies (Boys High School rule)

9<sup>th</sup> grade thru 12<sup>th</sup> grade divisions

1. Boys divisions – 35 second shot-clock with 10-second back court rule in effect
2. Girls divisions – 30 second shot-clock; **no** 10-second back court rule in effect

All divisions:

1. Stop time
2. One-minute rest period between quarters
3. Five-minute rest period between halves

**TIME OUTS:**

1. **Three** one-minute and **two** 30-second time outs per game with carry-over from first to second half
2. Overtime/Sudden Death - additional **one** one-minute time out per overtime/sudden death, plus any carry-over

### **OVERTIME:**

1. First overtime period - 3 minutes
2. Second overtime period
  - a. Championship game – no sudden death, continue to play 3 minute overtime(s) until one team has more points at the end of the overtime period
  - b. Non-Championship game – sudden death, winner determined by first team to score
3. Each overtime period will start with a jump ball

### **MERCY RULE (6<sup>th</sup> thru 8<sup>th</sup>):**

1. Mercy rule – if a team is up by 20 or more points at any time during the 4<sup>th</sup> quarter, running time will start and continue until a team gets within 10 points. At this time, it will revert back to standard play (stop clock).

### **IF GAMES ARE BEHIND SCHEDULE:**

1. Minimum 5 minute warm up time between games
2. Halftime may be reduced from 5 to 3 min at the discretion of the gym coordinator

### **HOME TEAM:**

1. Bottom of bracket.
2. Choice of basket.
3. Home team will wear white jersey.

***Exception: Ninja teams will always be the home team and wear black***

### **WAIVERS:**

1. All players must have signed waivers submitted to Site Coordinator at least 30 minutes prior to the team's first game played in the Tournament.
2. Liability waivers are the responsibility of each team. All medical expenses of any participant during this Tournament will be the responsibility of the team they Represent.
3. Each team is responsible for their own insurance coverage.

### **PROTESTS:**

1. Discovery of an ineligible player in a game will result in forfeit of that game.
2. Protest of referee judgment calls will not be allowed.
3. All protests will be addressed by the Ninja Tournament Committee.

### **TEAM ROSTERS:**

1. Players are allowed to play for only one team and listed on only one roster. Failure to comply will result in disqualification from the tournament.
2. Awards will be limited to 10 players.
3. Revisions to the official tournament team roster must be approved by the Tournament Committee.
4. Tournament Committee will have the right of waiver.

### **SPORTSMANSHIP:**

1. Any threat of violence against anyone associated with the San Jose Ninja Tournament shall result in the expulsion of the person(s) making that threat from the tournament. In addition, the player(s) and team(s) may be suspended from participating in future tournaments.
2. Players, as identified by the referees, caught fighting will be subject to an automatic suspension for the remainder of the tournament **and** tournament activities. In addition, the player(s) and team(s) may be suspended from participating in future tournaments.
3. Any player or coach displaying unsportsmanlike behavior (trash talking or taunting) can be given a technical foul without warning.

### **EJECTIONS:**

Any player/coach/fan ejected from a game will serve a minimum one game suspension. The circumstances of each ejection will be reviewed by the Site Coordinator and Tournament Committee for possible additional penalties if deemed appropriate. The ejected person must leave the gym immediately for the remainder of the game and will not be allowed in the gym during their team's next game.

### **CONCUSSIONS:**

The San Jose Ninja Youth Organization believes that the player's health and safety is of paramount importance. Concussions can occur with any head injury, as well as in all sports, but are more prevalent in contact sports. If a player suffers a head injury and demonstrates any sign or symptom of a concussion, or if the Ninja Site Coordinator, Ninja Tournament Committee, Ninja Team Coordinator (collectively "Ninja representative"), referee, or team's coach suspects that the player has sustained a concussion, the Ninja representative, referee or team's coach will contact the parent or guardian, and remove the player from the game until a physician clears him or her to return. Additionally, the player shall not continue to participate in the Ninja Tournament until he or she receives written clearance from a physician. The player and parent shall not challenge the decision to remove a player from the game.