



JAM ON IT!

ALL UNDER ONE ROOF BASKETBALL

P.O. Box 52049, Sparks, NV 89435

www.jamonit.org

Jam On It 2019 Tournament Rules

Revised 8.20.2017

Sportsmanship

- Zero tolerance of unsportsmanlike conduct.
- If a spectator/parent is ejected from a game, their child may be removed as well and the team will be assessed a technical foul! Tournament director makes final decision on when & if the parent and player can return!!

Quarters/Halves	Overtime Period	Halftime	Warm-Up	Ball Size
2 nd - 4 th : 14 minute stop clock halves	First - 2 minutes, 1 minute afterwards	5 minutes	5 minute	B 2 nd -6 th & Girls: 28.5
5 th -Varsity : 16 minute stop clock halves				B 7 th -Var: Regular

Age/Grade Verification

- It is the coach's responsibility to keep proper AAU cards, grade and age verification for all players with them at all times during the tournament.

High School Rules with the following exceptions:

- On ball 5-second count in the frontcourt only while dribbling and holding the ball.
- 10-second backcourt count when no shot clock is being used.

Time Outs

- 3 - full & 2 -30 second time outs per game. Time outs do not carry over into overtime. Each team will be given 1 full timeout if the game proceeds into overtime. No additional timeouts for double overtime and beyond.

Pressing/Mercy Rule

We care about protecting the integrity of the game. There is no reason to humiliate teams.

- Level 1 – REFER TO LEVEL GUIDELINES FOR LEVEL 1 PRESSING RULES
- Level 2 – REFER TO LEVEL GUIDELINES FOR LEVEL 2 PRESSING RULES
- Level 3 – REFER TO LEVEL GUIDELINES FOR LEVEL 3 PRESSING RULES
 - Definition of a press: After a team secures possession of the ball - the opposing team guards full court.

Fouls

- A player fouls out after the 5th personal foul
- Teams will shoot 1 & 1 on the 7th team foul of the half and 2 shots on the 10th team foul.
- If a coach or player is ejected from a game, it is at the tournament director's discretion if they can participate in the next game.
- If a coach or player is ejected twice in a tournament it is at the tournament director's discretion if they can participate in the rest of event.
- Coaches can stand following the first technical foul.

Free Throws

- The players lined up along the key may enter the lane on the shooters release of the ball.
- Maximum of 6 players are allowed in the lane along with the shooter at the top of the key.

Tie Breakers

- In the case of a tie, the following format will be used:
 1. Head to Head
 2. Point differential (between teams in tie) with a maximum of 13 points
 3. Point differential (all teams) with a maximum of 13 points
 4. Points allowed

Multiple Team Rules: please refer to multi team play rules

Protests

- \$100 cash protest deposit. Only if protest is valid, the team will receive a full refund of the protest fee.
- Protesting team must first provide proof of certifications prior to the accused team being investigated.
- All protests must be filed within one hour of protested games completion.
- Once contacted by the tournament staff, the accused teams must provide information within one hour of being notified.

NOTE: Dunking or hanging on the rim outside of game time will result in a technical foul & an automatic two points All Tournament Director decisions are final.

NOTE: Teams may not have anyone on the bench that is not on the roster. Teams not following this rule will receive a technical.