

MLK Basketball Invitational Rules

Any rule not specifically covered will be governed in accordance with the 2023-24 NFHS Basketball Rules Book.

RULE ONE: PLAYER ELIGIBILITY

1. Participation is limited to currently enrolled students.
2. Participants must present their current institution issued student ID or a government issued ID.

RULE 2: TEAM COMPOSITION

1. **TEAMS:** Each team will consist of 5 players on the court at one time. A minimum of 4 players are required to start the game. If a team starts a game with 4 players, the other team may still play 5 players. A maximum of 11 players will be permitted to be on the roster at any point during the tournament. Once rosters have been submitted, they cannot be altered.
2. **CAPTAIN:** Each team shall designate a team captain to make all decisions.
3. **VARSITY & EX-VARSITY ATHLETE:** A varsity athlete is NOT eligible to participate in this tournament within the same academic year (August to May) in which they played or practiced with the varsity team. Ex-varsity players are permitted to participate.

RULE 4: TIMING

1. **LENGTH OF GAME:** Games will consist of four 10-minute periods. The clock will not stop in the first 38 minutes of the game except during time outs. The clock will only stop in the last two minutes of the fourth period on all made baskets and on whistles.
2. **HALFTIME:** There will be a 3-minute halftime.
3. **OVERTIME:** Overtime will be played during pool play **and** bracket play. Overtime procedures will be as followed:
 - a. The overtime period will start with a jump ball.
 - b. The winner of an overtime game will be the first team to reach or surpass the final target score of +7. For example, if the teams are tied at 59, the final target score will be 66.
 - c. There will be no timeouts during this overtime period.
 - d. Fouls will carry over from regulation.
 - e. Games can end on free throws.
4. **TIME-OUTS:** Each team will receive 2 time-outs, each 60 seconds in length for the entire game. Time outs will only be granted to a player on the court or a recognized coach. These timeouts do not carry over into overtime.
 - a. In addition to these 2 timeouts, each team will receive **one "reset" timeout**. This timeout can only be used in the last minute of regulation or overtime. When this timeout is granted, teams **will not** be allowed to huddle. Rather, teams will have the opportunity to advance the ball to the 28' line in the front court (either side). Play must resume immediately.

5. MERCY RULE: The game shall be over if a team is behind by:
 - a. 50 points any time during the second half
 - b. 40 points or more with 10 minutes or less remaining
 - c. 30 points or more with 5 minutes or less remaining
 - d. 20 points or more with 2 minutes or less remaining
 - e. * The referees hold the right to end the game at any time they feel that the game has become unsafe to continue. The losing team may also opt to end early if they no longer wish to continue playing.

RULE 5: PLAYING THE GAME

1. JUMP BALL: The game shall begin with a jump ball between any 2 players, 1 from each team.
2. SUBSTITUTION: A substitute who desires to enter shall report to the scorer, giving his/her number and wait for the official to beacon the player onto the court.
3. FIFTH FOUL: Any player charged with a fifth foul shall be disqualified from the game.
4. DOUBLE FOUL: A double foul (2 opponents committing personal fouls simultaneously) will not result in the awarding of free throws. Both fouls will be entered in the book and the team with the possession at the time of the infraction retains the ball.
5. TECHNICAL FOULS: If a player/team is assessed a technical foul by the game officials, the opposing team will be awarded two free throws with no one in the marked lane spaces, possession of the ball at the mid court line, and any points from a successful shot made on the play.
 - a. Individual Technical Fouls: 2 **unsporting** technical fouls issued to one player will result in the ejection of that player.
 - b. Team Technical Fouls: 4 **unsporting** technical fouls issued to a team will result in the immediate forfeiture of the game.
 - c. Administrative Technical Fouls:
 - i. Do not count towards the team foul count.
 - ii. Wearing improper attire.
 - iii. Calling a time-out when you have zero remaining.
 - iv. Having more than 5 members on the court during the game.
 - v. Entering/exiting the court without reporting to the scorekeeper and being beckoned in by the officials. A warning must be given first before a technical foul is assessed for this infraction.
6. INTENTIONAL FOULS: These are fouls in the official's judgment that appear to be excessive and/or unnecessary in nature, but not solely based on the severity of the act. If a player is assessed an intentional foul by the game officials, the opposing team will be awarded two free throws (3 on an unsuccessful 3-point attempt) with no one in the marked lane spaces, possession of the ball nearest to the spot of the foul, and any points from a successful shot made on the play.
 - a. Intentional fouls include, but are not limited to:

- i. Contact that neutralizes an opponent's obvious advantageous position.
 - ii. Contact away from the ball with an opponent who is clearly not involved with a play.
 - iii. Contact that is not a legitimate attempt to play the ball/player specifically designed to stop the clock or keep it from starting.
 - iv. Excessive contact with an opponent while playing the ball.
 - v. Contact with a thrower during a throw in.
7. **FLAGRANT FOULS:** Flagrant fouls are not only excessive, but severe or extreme while the ball is live. This will result in the immediate ejection of the offending player. If a player is assessed a flagrant foul by the game officials, the opposing team will be awarded two free throws (3 on an unsuccessful 3-point attempt) with no one in the marked lane spaces, possession of the ball nearest to the spot of the foul, and any points from a successful shot made on the play. Officials will consider the following when assessing a flagrant foul:
- a. Severity of contact
 - b. Potential for injury
 - c. Contact to the groin area of an opponent which is not clearly incidental.
 - d. Flagrant fouls include, but are not limited to:
 - i. Violent contact such as: striking, kicking, and kneeling.
 - ii. Extreme or persistent, vulgar, or abusive conduct at any time.
 - iii. Fighting.
 - iv. Intentionally transferring bodily fluids to another individual (e.g., saliva; blood)
8. **FREE THROW:** During free throw attempts, a maximum of 6 players are permitted to line up along the lane for rebounding.
- a. The bottom spaces (below the block) will remain vacant at all times.
 - b. The defense must occupy the first space on each side above the block.
 - c. The offense has the option to occupy the next lane space on each side (in the event the offense does not wish to occupy these lane spaces, the spaces will remain empty).
 - d. The defense has the option to occupy the top lane space on each side (in the event the defense does not wish to occupy these lane spaces, the spaces will remain empty).
 - e. No player may enter the lane until the free throw attempt has been released from the shooter's hands.
 - f. The remaining players from both teams not lined up along the lane must remain behind the free throw line extended and behind the 3 point line until the ball hits the rim.
1. **BONUS FREE THROWS:** These are awarded to the offended team following a common personal foul (except a team control foul) on and after the 5th team foul of each period.
- a. For team fouls 5 and above, two shots will be awarded to the shooter for any common, non-player control foul.
 - b. Team fouls will reset every period.
 - c. If a team has not committed four team fouls during the first eight minutes of the fourth period, that team shall be permitted to incur one team foul during the last two minutes without penalty. Once a second team foul has been committed in the last two minutes of the fourth period, the opposing team shall be awarded the penalty of two free throws. **EXAMPLE:** With 1:52 left in the 4th period and the foul count is 2-2, Team A commits a common foul against Team B. The foul count will now show 4-2. The next foul Team A commits against Team B, except for a team control foul, Team B will be awarded two free throws, and the foul count will show 5-2.
2. **INJURY:** If the game is stopped due to an injured player, the player may not re-enter until the next legal substitution period unless the player's team uses a time-out.