



Basketball

1. RULES AND REGULATIONS

- 1.1 The JCC Maccabi Games Basketball competition shall be conducted under the following rules and regulations for all age/gender groups except as they may be modified by the Sports Advisory Committee (SAC).
- 1.2 The competition in basketball shall be conducted in accordance with the National Federation of State High School Associations (NFHS) rules in force during the previous winter basketball season. In the event of a conflict between these rules and the rules and regulations below, the JCC Maccabi Games rules shall apply and be binding.
- 1.3 The Organizing Committee of the Host Community shall establish a Basketball Committee, with an overall basketball commissioner, to oversee and run the competition, and to resolve any controversies that arise. The decisions of the Basketball Committee and/or the overall basketball commissioner with respect to protests, disputes, and appeals shall be final. Protests must be submitted in writing within thirty (30) minutes after the completion of a game, and shall relate solely to the interpretation of the rules.
- 1.4 Prior to the start of the Games all rules questions shall be resolved by the Basketball Committee, in consultation with the SAC, in accordance with the NFHS rules in force during the previous basketball season (See Rule 1.2).
 - 1.4.1 A member of the host community must be available at each venue at which basketball is played to help manage the basketball tournaments in accordance with JCC Maccabi Games guidelines, control issues as they arise, and if applicable, to receive protests.
- 1.5 Rachmanus Rule--Rachmanus plays a key role in athletics and the JCC Maccabi Games. Compassion and good sportsmanship shall

be displayed by athletes, coaches and spectators at all times during the JCC Maccabi games both on and off of the playing field. For more information, please refer to the "Rachmanus Rule."

2. VENUE AND EQUIPMENT REQUIREMENTS

2.1 The Organizing Committee of the Host Community, acting through its Basketball Committee, shall ensure that the following venue and equipment requirements are met:

2.1.1 The courts shall be standard high school size and shall meet all specifications set down in the NFHS rules for markings, including the three (3) point line.

2.1.2 The size and weight of the basketball used for the boys and girls competition shall meet the specifications set down in the NFHS.

2.2 At least two uniformed referees shall be assigned to each game. These officials shall hold a valid basketball official's certification or license recognized by the NFHS, a state high school activities association, a college athletic association, or an international equivalent, and must be at least eighteen (18) years old.

3. PARTICIPANTS

3.1 A team shall consist of a minimum of seven (7) and a maximum of ten (10) players.

4. COMPETITION FORMAT

4.1 Teams should report one half hour before the scheduled game start time.

4.1.1 A team shall be allowed a ten (10) minute grace period after the scheduled start time before the game is a forfeit unless due to a Games transportation issue. The game shall not be delayed if and when at least the coach and five (5) players on a team are present.

4.2 In addition to Rule 4.1.1 above, a team shall forfeit a game under the following circumstances:

- 4.2.1 If the coach is ejected from the game, and no other member of the coaching staff remains and no credentialed adult from the delegation, excluding spectators, is available to assume the coaching duties.
- 4.2.2 If a team refuses to play a game or leaves the court before the end of a game without a valid reason, as determined by the Basketball Committee, in such an event, the team shall be disqualified from the tournament, and all previous and subsequent games shall be forfeited.
- 4.2.3 The score of a game that is a forfeit shall be 20-0.
- 4.2.4 Coaches of both teams must sign the game results' card and return it to the referee, who shall turn the card into the basketball site coordinator or member of the Basketball Committee.
- 4.3 A regulation game shall consist of four (4) eight (8) minute periods. The clock will stop on all referee whistles throughout the game. There shall be a seven (7) -minute warm-up period before the start of the games, with no game starting before its scheduled time, and a five (5) minute half time after the second period.
 - 4.3.1 Each team shall have three (3) "full" one minute timeouts and two (2) 30 second time outs per game.
 - 4.3.2 In the event that a game is tied at the end of regulation, an overtime period(s) will be played until a winner is declared.
 - 4.3.3 Overtime periods will be four (4) minutes long for the first overtime period, and if the game remains tied, two (2) minutes long for the subsequent overtime periods.
 - 4.3.4 The clock will stop on each official whistle.
 - 4.3.5 Each team will receive one additional 30 second time out per overtime period in addition to any time outs remaining at the conclusion of regulation time.
 - 4.3.6 All personal and team fouls will continue from the end of regulation.

- 4.4 Only the head coach shall be allowed to stand during play and must limit walking to the length of the team's bench. The first violation of this rule shall result in a warning by the referee, and the second shall result in a technical foul.
- 4.5 A player who received two technical fouls in one game will not be permitted to participate in the team's next game.
- 4.6 If there are ties in the standings after Round Robin play, the following procedures shall determine team rankings.

If 2 teams are tied:

1. Head to head competition (if applicable)
2. Record against common opponents in Round Robin play (if applicable)
3. Overall opponents' won-loss record in Round Robin play (SOS)
4. Score differential versus common opponents in Round Robin (if applicable). Maximum points differential of twenty (20) per game.
5. Draw names to determine seeding. First name drawn is the higher ranked (better) seed.

If 3 or more teams are tied:

1. Head to head competition (used only if all 3 teams have played one another and one team is undefeated vs other opponents)
2. Record against common opponents in Round Robin play (if applicable)
3. Overall opponents' won-loss record in Round Robin play (SOS)
4. Score differential versus common opponents in Round Robin play (if applicable). Maximum points differential of twenty (20) per game.
5. Draw names to determine seeding. First name drawn is the higher ranked (better) seed. Continue process until all names have been drawn.

Notes:

- A. If 3 or more teams are tied, using the procedures listed above; the highest seed of the 3 (or more) shall be determined. If there

are still 3 or more teams tied follow the same instructions above, pulling out one team at a time then restarting the entire process until there are two teams than only one left.

- B. A member of the Basketball Committee and/or the overall basketball commissioner or designee will draw names. Delegation heads will be notified of the results.

5. TOURNAMENT FORMAT

- 5.1 The format for all team and individual sport competitions shall be created by the Sports Advisory Committee (SAC). Final sports competition formats will be determined after consultation between the applicable SAC Chair and the Host Community.
- 5.2 Slotting of teams for the preliminary rounds shall be done by a blind draw conducted by a member of the SAC.
- 5.3 Every effort will be taken to create a tournament that allows each team to participate in a minimum of five (5) games.

6. DRESS AND EQUIPMENT

- 6.1 Clean and customarily acceptable basketball attire shall be worn by all players. If there is any doubt as to the acceptability of the attire, the decision of the Basketball Committee shall be final.
 - 6.1.1 Each player must have two (2) jerseys, one (1) light and one (1) colored or a reversible jersey, with one side light and the other colored.
 - 6.1.2 The jerseys must have numbers on the front and the back, and players must wear the same number throughout the tournament. (Exception: Damage to original jersey, i.e. theft, torn jersey, blood on jersey.)
 - 6.1.3 Beginning with the 2004 JCC Maccabi Games, referees will be instructed to enforce per NFSHSA rules the NFSHSA rule requiring numbers on the front and back of jerseys. Delegations from outside the United States will be allowed to follow FIBA guidelines.

- 6.1.4 Acceptable uniform numbers are as follows: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, and 55.
 - 6.1.4.1 NFHS sanctions shall apply to a team who uses unacceptable numbers (a one time bench technical foul resulting in two (2) foul shot will be applied).
- 6.1.5 Home team shall wear light colored jersey.
- 6.1.6 If a player wishes to wear a T-shirt underneath the jersey, the T-shirt must match the predominate color of the jersey. The referee has the right to require a player to remove the T-shirt.
- 6.1.7 A player shall be allowed to wear a head covering provided that it is attached in such a way that it is highly unlikely to come off during play.
- 6.1.8 No jewelry shall be worn.
- 6.2 Teams are required to bring their own practice balls and equipment.
- 6.3 A player taking part in the medal ceremony must wear shoes and his/her competition uniform.

7. MEDALS

- 7.1 The following medals shall be awarded in all divisions:

First Place	JCC Maccabi Gold Medal
Second Place	JCC Maccabi Silver Medal
Third Place	JCC Maccabi Bronze Medal