



ADULT MEN

U.S.S.S.A. BASKETBALL NATIONAL RULES

**2005 USSSA
NATIONAL
TOURNAMENT
MAY 28-30, 2005**
Effective November, 2004

National Basketball Rules

The National High School Federation Rules and Regulations will apply to all U.S.S.S.A. games with the following exceptions.

- I. All games will be played as follows:
 - A. The game will consist of two (2) 16-minute running clock halves. The clock will stop on all time-outs and on all violations under NHSF rules.
 - B. Overtime will consist of a 3-minute period. The clock will stop on all violations and time-outs.
- II. Halftime shall be no longer than 5 minutes. At least a five-minute pregame warm-up will be given if games are running behind schedule. No games will start before their scheduled time unless agreed to by both coaches.
- III. A total of two (2) 30 second time-outs per half and one (1) floating time out will be allowed to each team. One (1) additional time out per team will be awarded for each overtime period. There will be no carry over of time outs to the three-minute overtime periods.
- IV. Two (2) direct technical fouls during a game on any player, coach, or team representative will result in their disqualification for the rest of the tournament. Flagrant technical fouls will result in an automatic player ejection plus two free throws and possession of the ball.
- V. Each team is responsible to provide a designated representative to assist in keeping the score-book or running the game clock. This must be an adult who will conduct themselves in a professional manner. The team representative will receive a team pass for the duration of the tournament.
- VI. Each team is responsible for their own warmup and game balls and/or any other items brought to the game. U.S.S.S.A. is not responsible for items lost.
- VII. A team must have four (4) players to begin a contest. Upon commencement of the contest, a team may continue with as few as three (3) players due to injury, ejection, or disqualification for personal fouls.

ROSTER RULES

- I. Players can play up in divisions but not down.
- II. No roster additions in a tournament will be permitted after the team has begun play of its first tournament game.
- III. Completed roster and registration fees must be submitted to U.S.S.S.A. within the time limits noted or the team will be ineligible for play.
- IV. Teams participating in the National tournament are allowed to add three (3) additional players that are not rostered on teams that have qualified and are participating in the national Tournament. Rosters are allowed a maximum of 15 players.
- V. Players not registered with U.S.S.S.A. cannot play – NO EXCEPTIONS.
- VI. Any team violating roster or team rules will be ineligible to participate in future tournaments.

POOL PLAY AND TOURNAMENT PAIRINGS FOR NATIONAL TOURNAMENTS

- I. In the National Tournament, each team will be placed in a pool for a minimum of two (2) games of play.
- II. All teams will advance to the double elimination championship tourney based on their pool placing. The following criteria will be used to determine pool placing.
 - A. Pool win-loss record.
 - B. Ties are broken by who won head-to-head competitions (2 teams tied).
 - C. Point spread on all games in the pool with a maximum of 20 points counting in any one game (3 teams tied).
 - D. Teams will be seeded in tourneys based on their pool placing.
 - E. The Tournament Director's decision is final regarding placement of any teams.

DIVISIONS OF PLAY:

U.S.S.S.A. Basketball offers the following divisions:

- (1) Age 18-30 – Open
 - (A) Division 1 – Players having high school and above team playing experience
 - (B) Division II – Players having high school and below team playing experience.
- (2) Age 30-40
- (3) Over Age 40

ELIGIBILITY:

All players must participate in their own division level or above.

Players may not play in multiple divisions in any given tournament.

PROTESTS:

All protests must be filed in writing accompanied by a \$100.00 protest fee (refundable if protest is upheld) with the Tournament Director PRIOR to protested game. If protest is valid, the protested team forfeits all previous games. Tournament Director's ruling on protests are final.

NOTE:(1) Area and State Tournaments have the authority to modify local playing rules to accommodate local circumstances. All teams participating in the National Tournaments must adhere to the National Tournament Rules as outlined above.

- (2) There must be a minimum of six teams per division for the national Tournament to be held. If less than six teams, all teams will be contacted to see if they want to play another division.