



NBC CHALLENGE

Nets Basketball Circuit

Tournament and Games Rules

The National High-School Federation Rules and Regulations will apply to all tournament games, except where superseded below. AAU age and grade eligibility requirements apply.

TEAMS ARE EXPECTED TO ARRIVE ON SITE A MINIMUM OF THIRTY [30] MINUTES BEFORE THEIR SCHEDULED GAME TIMES.

We will start a game ahead of scheduled time if allowed. The grace period is the scheduled tip-off time, therefore, please be there (30 minutes) prior to your scheduled game time.

Game Rules:

1. The first team listed on the schedule (Left side, 1 v 2) will be designated as the HOME team and is expected to wear a White or light colored numbered uniform. The HOME team must provide their own scorekeeper in order to keep the book, and will be the “official book” for the game. The HOME team sits to the “Left” of the scorers table.
2. The second team listed on the schedule (Right side 1 v 2) will be designated as the VISITING team and is expected to wear a Dark colored numbered uniform. The VISITING team must provide their own clock keeper in order to keep “official score”. The VISITING team sits to the “Right” of the scorers table.

All games will be played in (2) Halves. Boys and Girls Grade/Divisions will be played as follows with STOPPED TIME HALVES:

2nd Grade to 5th Grade Division	14 minute Halves
6th Grade to 12th Grade Division	16 minute Halves
Overtime per period	2 minutes

There will be NO Shot-Clock

Five (5) minute warm-ups will be provided prior to each game.

Halftime will be Three (3) minutes in length.

Each team will be awarded (2) full time-outs *per game* and one (2) 30 second timeout *per game*. One (1) additional full time-out per team will be awarded for each overtime period. There will be no carry-over of time-outs from regulation to overtime.

The 1 and 1 bonus will be awarded on the 7th team foul and double bonus on the 10th team foul each half.

A player will be disqualified from a game after he/she receives their 5th personal foul.

ANY PLAYER, COACH, OR TEAM REPRESENTATIVE RECEIVING TWO (2) TECHNICAL FOULS IN ONE GAME WILL BE AUTOMATICALLY EJECTED FROM THAT GAME. ANY PLAYER, COACH, OR TEAM REPRESENTATIVE EJECTED FROM A GAME WILL NOT BE ALLOWED IN THE EVENT FOR THE REMAINDER OF THAT GAME, AND MUST LEAVE THE BUILDING IMMEDIATELY! ***NO EXCEPTIONS!***

Each team is responsible for their own warm-up balls. The best ball of the 2 competing teams will be used as the official game ball of the NBC CHALLENGE and SYRACUSE NETS EVENTS. Regulation size balls will be used for competition:

All Girls Divisions	28.5 oz ball
2nd Grade to 5th Grade Division (Boys)	28.5 oz ball
6th Grade to 12th Grade Division (Boys)	29.5 oz ball

If a situation occurs in which one team builds a lead of twenty (20) **points** or more in the **5th to 12th grade divisions**, the game will be converted to a running time (clock stops only for team and official timeouts) until the lead is cut to twenty (19) points or less, or the game ends.

If a situation occurs in which one team builds a lead of twenty (15) **points** or more in the **2nd to 4th grade divisions**, the game will be converted to a running time (clock stops only for team and official timeouts) until the lead is cut to twenty (14) points or less, or the game ends.

Foul Shots: Players and shooter must let the ball hit before entering the lane.

Coaches should be aware that they are representing their Team/State and should dress accordingly.

Only eligible players of that team, plus three (3) coaches (this includes statisticians, ball boys/girls, and/or other staff) may be allowed on the team's bench. The tournament sponsors or their representatives are not responsible for lost items.

Team Statisticians and/or other scorekeepers are not permitted to sit at or behind the scorer's table, nor ask questions of the official scorer's table except during timeouts or halftime **NO EXCEPTIONS!**

Tournament Rules:

Officials and Site directors must contact the executive staff before any game will be called a forfeit.

CENTER COURT TABLE:

HOME TEAM – Keeps the Score book
 VISITING TEAM – Runs the Score Clock
 No Cell Phones, or Food are allowed at table

DAMAGES: Any damages to Facilities, Grounds, etc... may result in ALL teams from that program being expelled from tournament and/or circuit!

Players are PROHIBITED from wearing jewelry during game competition. All jewelry MUST BE REMOVED prior to game competition. Taping over jewelry will NOT be allowed.

PLAYERS: No player is permitted to play on more than 1 team in the same grade division.

On-site Athletic Trainers are NOT responsible for pre-game preventative care (i.e. ankle taping) or treatment of pre-tournament/pre-existing injuries or conditions. Teams are responsible for supplying their own athletic tape and supplies.

THE "NBC CHALLENGE" HAS A ZERO TOLERANCE POLICY IN REFERENCE TO FIGHTING AND ACTS OF VIOLENCE. ANY PLAYER OR TEAM PERSONNEL COMMITTING AN ACT OF VIOLENCE OR RECEIVING A TECHNICAL FOUL FOR FIGHTING WILL BE EJECTED FROM THE GAME AND DISQUALIFIED FOR THE REMAINDER OF THE TOURNAMENT. EJECTED PLAYERS/TEAM PERSONNEL WILL BE REQUIRED TO IMMEDIATELY LEAVE THE TOURNAMENT VENUE AND, IF CIRCUMSTANCES WARRANT, WILL BE REPREMANDED TO LOCAL LAW ENFORCEMENT AUTHORITIES. ANY PLAYER/TEAM PERSONNEL EJECTED UNDER THESE CIRCUMSTANCES WILL BE PERMANENTLY BANNED FROM ALL TOURNAMENT VENUES AND FROM PARTICIPATION IN ANY FUTURE "SYRACUSE NETS" EVENTS. FURTHER, AT THE DISCRETION OF THE TOURNAMENT DIRECTORS, A SINGLE ACT OF VIOLENCE COMMITTED BY AN INDIVIDUAL PLAYER OR TEAM PERSONNEL MEMBER MAY RESULT IN IMMEDIATE DISQUALIFICATION AND DISMISSAL OF THE ENTIRE TEAM FROM ANY FURTHER COMPETITION IN THE CURRENT "NBC CHALLENGE OR SYRACUSE NETS" EVENTS.

PROTEST: All official protest must meet the following guidelines:

All protest must be communicated immediately to the Tournament Director in writing immediately upon completion of the game by the Head Coach of that team. A \$100.00 (cash) fee must be paid directly to the Tournament Director within fifteen (15) minutes of the completion of the game. A NBC CHALLENGE/SYRACUSE NETS committee will consider all protest as soon as possible. Protest pertaining to referee's judgment calls will NOT be considered! Teams who have a protest filed against them must produce birth certificates for the player in question to the Tournament Director within 30 minutes from the time the protest is filed to proceed in the tournament. Protest in which a potential rule infraction has occurred can be considered if the infraction falls within the guidelines of the National Federations correctable errors rules. A final decision will be made by the Committee/Tournament Director and will not be subject to any further discussion. Successful protest result in a fee (\$100) refund and an unsuccessful protest results in a forfeiture of the fee.



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Nets Basketball Circuit

How Teams Advance to the Play-offs

The outline below provides the criteria for advancing to the Tournaments Championship game. All CHAMPIONSHIP games will be played with 16 minutes stop time halves. The Play-offs are single elimination in order to crown one champion in each age division.

“How to advance to the FINALS of the NBC’s Challenge”,
Please visit online: “Road Trip to the FINALS”

- I. SEEDING: When Pool Play has been completed in each age division, each team will be seeded based on the following format.

Teams advancing to Pool Play will receive SEEDING numbers 1 through x (with “x” representing the total number of teams in each Pool in the age division) based on the formula outlined in item III below. If teams are tied WITHIN a Pool, it will be determined by using the TIE BREAKER Formula detailed below.

- II. TIE BREAKER Formula: (Example scenarios below)

1. In any situation where two (2) teams are tied, head-to-head competition will determine the winner. If there was NO Head-to-Head game (i.e. a cross-over between different pools) revert to Tie-Breaker #4
2. If more than two teams are tied, a point differential tie-breaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are ranked according to the sum of the point differential. The maximum that you can beat a team and still gain an advantage is 15 points. BLOWOUTS are NOT encouraged. Forfeits are scored 15-0.
3. The Head-to-Head game between the remaining two teams will determine the runner-up position. If there was NO Head-to-Head game (i.e. a cross-over between different pools) revert to Tie-Breaker #4
4. Defensive Point System- If 2-3 teams are still remained tied after the above tie-breakers, the team with the lowest total points allowed will advance. The remaining teams will revert back to and start at tie-breaker #1

III. Actual SEED of Pool Champions determined using the following formula:

1. Won-Loss record during Pool-Play (3-0, 2-1)
2. Overall Point Differential: Teams will then be ranked based on the sum of the point's differential in their Pool play games. The maximum that you can beat a team is and still gain advantage is 15 points. Again, BLOWOUTS are not encouraged. Therefore, the best possible SEEDING position is a 3-0 Pool play record and a Point Differential rating of +45. The score of all forfeits shall be 15-0.
3. If two or more teams in the same Pool, or tied between different Pools after the first two criteria have been applied, the following ordered criteria will be used to determine the final SEEDING:
 - a. Total points allowed in Pool play
 - b. Total points allowed vs. teams with 2-1 record within Pool play
 - c. Total points allowed vs. teams with 1-2 record within Pool play
 - d. Total points allowed vs. teams with 0-3 record within Pool play
 - e. If two teams remain tied, a coin toss will break the final tie. If more than two teams are tied, a lottery drawing will determine final SEEDING.

POOL Champion TIE BREAKER Formula Scenarios:

Team #	Division	Pool Gm 1	Pool Gm 2	Pool Gm 3	Record	Points	Seeding
	<u>Pool A</u>						
1	Team A	#1-55 v #2-45 (+10)	#1-62 v #4-47 (+15)	#1-68 v #3-67 (+1)	3-0	+26	2
2	Team B	#2-45 v #1-55 (-10)	#2-42 v #3-52 (-10)	#2-44 v #4-40 (+4)	1-2	-16	5
3	Team C	#3-60 v #4-45 (+15)	#3-52 v #2-42 (+10)	#3-67 v #1-68 (-1)	2-1	+24	3
4	Team D	#4-45 v #3-60 (-15)	#4-47 v #1-62 (-15)	#4-40 v #2-44 (-4)	0-3	-34	8
	<u>Pool B</u>						
5	Team E	#5-40 v #8-53 (-13)	#5-45 v #6-55 (-10)	#5-57 v #7-51 (+6)	1-2	-17	6
6	Team F	#6-71 v #7-66 (+5)	#6-55 v #5-45 (+10)	#6-51 v #8-40 (+11)	3-0	+26	1
7	Team G	#7-66 v #6-71 (-5)	#7-60 v #8-70 (-10)	#7-51 v #5-57 (-6)	0-3	-21	7
8	Team H	#8-53 v #5-40 (+13)	38-70 v #7-60 (+10)	#8-40 v #6-51 (-11)	2-1	+12	4

Scenario #1: To break the tie between the 3-0 records in each division to determine the 1st place SEED, first look at the total points of the game results to see who leads in positive points. As a result, the points are tied at a +26 for both Teams 1 and 6.

- A. (Formula #1) Was there a Head-to-Head competition? NO, therefore we need to use (Formula # 4)
- B. (Formula # 4) Defensive Point System: The team with the lowest total points allowed will advance. **Team #6 will be the 1st place Seed** based on the lowest point in this Scenario:

Team #1: allowed **159 points**

Game 1: 45 points

Game 2: 47 points

Game 3: 67 points

Team #6: allowed **151 points**

Game 1: 66 points

Game 2: 45 points

Game 3: 40 points

Scenario #2: To break the tie between the 1-2 records in each division to determine the 5th & 6th place SEED, first look at the total points of the game results to see who leads in positive points. As a result, **Team #2** has (-16) for total points accumulated and is the **5th SEED**.

- C. (Formula #1) Was there a Head-to-Head competition? NO, therefore we need to use (Formula # 2)

How do Team's get placement into Gold Bracket or Silver Bracket?

- I. The upper half of each division will be placed into the Gold Bracket Playoffs,
- II. The bottom half of each division will be placed into the Silver Bracket Playoffs.

Examples: A division could consist of several teams, below is an example of how each team will be seeded in the Gold & Silver Brackets for SINGLE Elimination Playoffs:

Gold Bracket: Based on the number of teams in the age/grade division for the tournament:

4 Teams	8 Teams	10 Teams	16 Teams
All Teams	Top 4 Teams	Top 5 Teams	Top 8 Teams

Silver Bracket: Based on the number of teams in the age/grade division for the tournament:

4 Teams	8 Teams	10 Teams	16 Teams
Gold Only	Bottom 4 Teams	Bottom 5 Teams	Bottom 8 Teams

*Gold Bracket
Tournament*

*Silver Bracket
Tournament*

