

IHM Christmas Basketball Festival Rules

General

1. Home team is the team at the top of the bracket (exception: IHM teams are always the home team, tournament privilege). Home team is to occupy the bench to the right of the scorer's table. The visiting team is to occupy the bench to the left of the scorer's table.
2. Uniforms - each team must have shirts of the same solid color on front and back, with visible numbers. Home team will wear a light color, and away team will wear a dark color. In the event of two teams with the same color uniforms, the visiting team will wear pinnies of a contrasting color.
3. No players, spectators, or coaches are permitted in the officials' dressing area.
4. All games start at their scheduled time. If a game must start late due to overtime, a minimum of 5 minutes warm-up time will be provided.
5. Minimum of 5 players required to start a game. A 5 minute grace period will be granted for teams in transit and late for their respective tip-off. After 5 minutes, the game will be forfeited.
6. ALL PLAYERS WITH METAL DENTAL APPLIANCES (BRACES) MUST WEAR A MOUTH GUARD. If the player does not have a mouth guard, they may not participate in the game. 1st instance the player is asked to sit and a delay of game warning shall be issued. A second occurrence with any player on the same team will be a delay of game technical (non-sportsmanship) foul.
7. If a team has a greater than 20 point lead in the 4th quarter, the clock will not stop. If the lead drops to 20 or less, the clock will stop.
8. Each team will have 3 full time outs and 2 thirty second time outs.
9. CYM & IHM sportsmanship rules apply to all coaches, players, parents and fans. Failure to comply may result in technical foul(s), ejections and person(s) being barred from the gym for the remainder of the tournament.
10. Technical fouls - A player who receives a technical foul must be removed from the game. The player may not reenter the game in that quarter but may reenter as of the start of the next quarter. This rule applies to overtime periods as well.
11. All sportsmanship infractions will be reported to a team's regular season league and/or governing body no later than the next business day following the violation. This notification may be made by email, phone call, or both. This notification does not take the place of the game official(s) notification.
12. The rulings of the game officials (referees) are final with respect to tournament play. There are no appeals. Tournament officials (IHM) will intervene or participate in a discussion only if asked by game officials.
13. If there is a question regarding tournament rules, the head coach may make an official complaint to Tournament officials. The complaint must be sent via email to athletics@ihm.org the same day as the subject game. The complaint must include the competing teams, the tournament game number and the names of the head coaches. Only a head coach may request a formal complaint. The complaint will be brought to the Tournament officials for discussion.

Varsity Girls & Boys

Except for changes noted above, all rules will follow the National Federation of State High School Associations.

JV Boys & Girls Rules (PA Teams please note the ball size requirement)

1. The game shall consist of 4 quarters, 6 minutes each.
2. Every player must sit out at least one full quarter and each player must play one quarter (not consecutive). Coaches are responsible for monitoring this requirement. Failure to follow this rule will result in forfeit. Tournament officials will only say who played in what quarter. If a team has 6 or less players, then the substitution rule is eliminated for the game. Our hope is that teams play everyone in according to the rules.
3. Full court press is allowed anytime with less than a twenty (20) point lead. If a team has a 20 or more point lead, they may only play defense behind the 3-point line extended, even after the ball has penetrated the imaginary line. If the lead becomes less than 20 points, the team may resume full court pressure. A violation by defensive team will result in stoppage of play and 1 warning giving the offensive team. The ball will be in bound at half court. Subsequent violations will result in the offensive team awarded the ball under the defensive team's basket.
4. The ball is to be 28.5 inches and it shall meet Federation standards, i.e. NFSHa

Tournament Format

1. JV and Varsity O division games will consist of 4 quarters, 6 minutes in length. Varsity games will consist of 4 quarters, 7 minutes in length.
2. **Varsity Boys, Varsity O Boys, JV Boys, and JV Girls:** The first rounds of the tournament will consist of pool play. The top two teams from each pool will advance to a playoff round. For tournaments with only one pool of play, the top two teams will advance to a championship game.
3. Overtime will not take place in pool play, and games can end in a tie.
4. Tiebreakers for pool play include (1) Win %, (2) Point differential – maxed out at 15 points per game, (3) points allowed in pool play, (4) lowest number of points in a single game, (5) most points scored in a game.
5. **Varsity Girls** will be a 5 team, double elimination tournament.
6. During playoff rounds (and Varsity Girls play), overtime consists of a 5-minute period with running clock. The clock only stops in the last minute. Each team is awarded 1 additional full (60-second) timeout. Unused timeouts carry into the overtime except that each team can only take two time outs during the overtime period.

Complex Rules

1. Please keep the gym entrance clear. Proceed to the stage or the bleachers once paying the entrance fee.
2. No basketballs are permitted to be brought into the gym.
3. Spectators are not permitted on the court during timeouts, intermission, or between games.

4. Spectators are not permitted to enter the locker rooms behind the stage.
5. Away team occupies the locker room to the left of the stage, and home team occupies the locker room to the right of the stage.
6. Food and beverages should be kept on the stage.
7. IHM will provide the clock operator and official bookkeeper. No spectators or coaches should be at the scorer's table.