

PCNAK 2024
Basketball Rules & Guidelines

GAMEPLAY

1. **Pre-Game**: Each team will be awarded a five (5) minute warmup prior to each game. Each team is responsible for supplying its own ball(s) for warmups. A game ball will be provided by PCNAK, but both team captains may agree to use a different ball. The official shall be the sole judge of the legality of any ball.
2. **Game Clock**: The game clock will start at the scheduled game time. Each game will consist of two (2) twelve (12) minute halves with a running clock. There will be a five (5) minute halftime. The clock will stop on all dead balls in the last two (2) minutes of the **second half only**. If a team is ahead by fifteen (15) points at any time in the last two (2) minutes of the second half, the clock will not stop.
3. **Mercy Rule**: If a team is ahead by 20 or more points at any point in the final two minutes of the second half of a playoff game, the game will be stopped. The mercy rule will not apply to round robin games, unless agreed to by the losing team.
4. **Grace Period**: Teams must have a minimum of four (4) eligible players on the court at all times. If a team does not have at least four (4) eligible players to start the game, the game clock will start and the team ready and waiting will be awarded two (2) points per minute. If the team still does not have at least four (4) eligible players after five (5) minutes have run off the clock, that team will forfeit the game, and the team forfeiting shall be given - 15 points and the team receiving the forfeit will be given +15 points.
5. **Overtime**: If the score is tied at the end of regulation, there will be one (1) three-minute overtime period, with a running clock. The clock will stop on all dead balls only in the last minute of overtime. Each team will have one (1) thirty-second timeout during overtime. If the score is still tied after the overtime period, the game will end in a tie, except in the case of the championship game. The championship game will have multiple overtime periods until a winner is determined. In the event a game ends in a tie, the tie will count as a half-win and half-loss for both teams in determining overall winning percentage.
6. **Jump Ball**: A jump ball will be taken at half court to begin each game and any overtime period. At all other times, the alternating possession rule will be used.
7. **Timeouts**: Each team will have one (1) full, one-minute timeout and two (2) thirty-second timeouts per half. Timeouts do not carry over and will reset at the start of each half or overtime. An official's timeout may be called in the event of an injury, emergency, or other incident, and the official shall determine the length of the timeout.
8. **Rosters & Substitutions**: Teams are allowed a maximum of fourteen (14) players on the roster. Players who are not on the final roster submitted to PCNAK will not be allowed

to participate. Free substitutions shall be permitted during the game. Substitute players may only enter the game at the official's signal. If there are more than five (5) players on the court when play resumes, play will stop and the team in violation will be assessed a technical foul. If, at any time during a game, a team does not have at least three (3) eligible players, that team will immediately forfeit the game, and the team forfeiting shall be given -15 points and the team receiving the forfeit will be given +15 points.

VIOLATIONS & PENALTIES

1. **Technical Fouls:** Players and coaches may be assessed technical fouls for unsportsmanlike conduct that includes, but is not limited to cursing at referees, opposing players, or coaches, taunting players, flopping, or any other behavior or act that, in the sole opinion of the official is unbecoming to a fair, ethical, and honorable individual. Players, coaches, or teams may be assessed technical fouls for infractions of the rules that neither involves contact with an opponent, nor causes contact with an opponent, and falls below the limit of an unsportsmanlike act. This includes, but is not limited to:
 - Hanging on the rim, except in an instance to prevent injury.
 - Calling a timeout when all available timeouts have been exhausted.
 - Having more than five (5) players on the floor once gameplay has begun.
 - Receiving a delay of game violation after an initial warning.

The referee has full discretion to assess a technical foul for reasons which may or may not fit within the listed items. If a player receives a second unsportsmanlike technical foul at any time during the tournament, he will be ejected from that game and must leave the court in a timely manner. Failure to comply with this rule may result in disqualification from the remainder of the tournament. If a player receives a third unsportsmanlike technical foul at any other time during the tournament, that player will be disqualified from the tournament and will not be allowed to participate in any remaining games.

Each technical foul that is assessed against a team, player, or coach will result in one (1) free throw for the opposing team, except in the case where a double technical foul is assessed. Each technical foul assessed against a player will also count as a personal foul.

2. **Personal Fouls:** Players will be disqualified from a game upon receiving a sixth personal foul. Fouls committed during the act of shooting will result in one (1) free throw after a successful field goal attempt, two (2) free throws after a missed 2-pt field goal attempt, or three (3) free throws after a missed 3-pt field goal attempt. The game clock will only be stopped during free throws in the final two (2) minutes of the second half and the final minute of an overtime period.

The one-and-one bonus will be in effect and free throws shall be awarded to the opposing team upon the 7th team foul assessed against a team. The 10th team foul assessed against a team will result in a double bonus granting two free throws to the opposing team. All subsequent team fouls in the same game will result in the double bonus for the opposing team. All fouls will be counted into the player and team foul

tallies. Technical fouls also count as personal fouls.

For all non-shooting fouls, the ball will be awarded out of bounds nearest the spot where the foul occurred, unless the team is a bonus situation. The official must handle the ball before it is thrown inbound.

3. **Time Violations:** The following time violation rules will be in effect:
 - The offensive three-second lane violation.
 - The five-second closely guarded violation.
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The ball must cross half court within ten (10) seconds. The ball must be in-bounded within five (5) seconds. There will be no shot clock.

CONDUCT

1. Fighting will not be tolerated. If a fight breaks out at any time, the initiator of the fight will be escorted out of the facility and will not be allowed to return, while the self-defender, if he/she threw a punch, will serve a minimum of a one (1) game suspension and will be escorted out of the playing area for the rest of that game. Once a player has been asked to leave the facility, if he or she returns uninvited, the player's consequence will be handled by local law enforcement and the player's team will be disqualified from the tournament.
2. If an ineligible player checks into a game and this incident is found at any time during the day, that team will forfeit all games that have been played.
3. Officials are to be shown full respect. Any player/coach that abuses an official verbally or physically will be removed from the game. Officials have the authority to issue technical fouls and to disqualify any player/coach from the game for inappropriate remarks or gestures committed during the game. Any complaints of officiating must be addressed to PCNAK Sports staff, who will serve as the liaison between the team and the officials.