



## **Jr. NAIA Tournament Rules**

1. There is only one center jump during regulation playing time. Alternate possession will apply for the remainder of regulation, including the start of each half.
2. Either man-to-man or zone defenses are allowed.
3. Full court press is allowed at any time during the game, unless one team is ahead by twenty points. With a twenty point lead teams cannot pick up players until half court.
4. Games will consist of two twenty-minute halves with a nonstop clock (except for time-outs, injuries, or the last minute of the game). The clock will not stop in the final minute of the game if a team has a twenty-point lead. All overtime periods will be two minutes. Half time will be three minutes.
5. Each team will be allowed two time-outs per half (cannot be carried over to second half or overtime). Teams will be given one time-out for each overtime period.
6. All technical fouls will be a two-shot technical foul, plus loss of possession. If a technical foul is called on a player, it will also count as a personal foul. Anyone ejected from a game must leave the gym immediately and may not participate in or attend any further games in the tournament.
7. All calls made by an official will stand as called and are not subject to change. Abuse of the officials or tournament staff will not be tolerated.
8. Each team must dress uniformly and players must have a distinct number on their uniform.
9. All spectators must remain on the bleachers at all times, unless to use the restrooms or drinking fountains.
10. Each team will be allowed three bench coaches
11. Per Kansas State rules all teams will participate with a 28.5 ball.
12. Game time is forfeit time.
13. If games are running behind, teams will be allowed five minutes to warm up before the start of their game. Otherwise, all games will start as scheduled.