



**Sports Innovators Group  
Jamaica Basketball Showcase**

**RULES OF PLAY**

**Tournament - Rules**

**Game time is forfeit time.**

Officials are in absolute control of the game and will do the officiating. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. Only players and coaches (maximum of two) are permitted in the playing area. The official shall have the power to decide on any matters or questions not specifically covered in the rules.

Any rule not mentioned in the following will be governed by The International Basketball Federation FIBA. Dunking will be permitted; however, anyone found hanging on the rim for purposes other than safety will be issued an automatic technical foul and possibly ejected from the game.

**Substitutions** must be reported to the scorer before entering the game. Substitutes may enter the game only when the official acknowledges them. Penalty: Technical foul. Spectators are not permitted in a team's bench area. Each team will be allowed to have two coaches and a manager in the bench area. The official shall not permit any player to wear equipment that, in his or her judgment, is dangerous to other players. Jewelry, including rings, bracelets, necklaces, watches and earrings, is illegal. Also, hats and bandanas are not permitted. Taping of earrings or other jewelry is not permitted regardless of the reason.

**II. The Game, Overtime, Time-outs,**

**Game Structure**

There will be 4 quarters; the first three are 8 minutes running time and the fourth, stop time. Clock stops for time-outs or official time-outs (e.g. for injuries or retrieving a ball). The clock is not stopped for violations.



When a team is shooting free throws and a time out is called, the clock will start when the ball is touched after a throw-in on a made basket or when the ball is touched in bounds on a missed basket. The clock continues to run on technical fouls unless a time out has been called.

There will be an eight minute intermission between halves.

### **Overtime**

In the event of over-time, a 3-minute period shall be played to determine a winner. The clock will not stop during the overtime period. Team fouls will carry over to the over-time period.