



GAME RULES

Pool and Bracket Play

- **4 teams per pool**
- **Single elimination bracket**
- 18 minutes running clock for pool games. Clock stops at dead ball in the last 2 minutes of the game.
- 20 minutes running clock for bracket games. Clock stops at dead ball in the last 2 minutes of the game.
- 5-minute halftime
- Overtime:
 - o 2-minute stop clock
 - o Stop clock on all whistles
 - o Each team has (1) full time-out in overtime. No carry-over of remaining timeouts.

Championship Halves

- 16 minutes/stop time
- (15) minute halftime allotted for "Championship Games"
**Halftime may exceed 15 minutes during Championship games due to special performances happening at halftime. Teams will be permitted two minutes to warmup.*
- Overtime:
 - o 2-minute stop clock
 - o Stop clock on all whistles
 - o Each team has (1) full time-out in overtime. No carry-over of remaining timeouts.

Time Outs

- Each team has two 30 second timeouts and two full timeouts for the entire regulation game, with all permitted to be used in the second half.
- Time-outs do not carry over into overtime.
- A full time-out is 1-minute.

****ALL GAMES ARE PLAYED UNDER NFHS (NATIONAL FEDERATION HIGH SCHOOL) GUIDELINES, UNLESS NOTED OTHERWISE.***

Advancement to Bracket Play

- If a tie occurs, the tie breaker is based on the total number of **points allowed** during pool play, if head-to-head contest does not break the tie.
- Advancing Teams: NABI and Gym Staff will notify all teams via phone call of where they are placed in the bracket per pool play record.
- **Final Four and Championship games to be played at the Footprint Center Arena (subject to change).**
**Teams must report to the Footprint Center Arena at least one hour prior to scheduled game.*

Uniform and Badges Policy

- All players/coaches must wear the official team uniform: coach jersey, player jersey and shorts for every game. Any other shorts, besides the official uniform, will not be permitted.

****GAME RULES SUBJECT TO CHANGE***

Revised 3/11/2024

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- Blank (no logo) athletic headbands will only be allowed. No bandanas.
- Sleeves, spandex, and any other form of garment worn under the official jersey must be blank/solid with no designs of any kind. Under garments must be black or white and all team members must wear the same color.
- Absolutely no jewelry is to be worn during any games. Players will not be allowed to place tape over any piercings.
- Players who wear glasses must secure them with a proper band to avoid the risk of damage and/or injury.
- Team jersey must always be tucked in during each game.
- If a player/coach is not wearing the official team uniform or player does not abide by the above dress code, NABI Staff will escort player/coach off the court, and he/she will not be allowed to re-enter the game until they are in an official uniform.
- If a player/coach does not have his/her badge, they must pay the admission price, or he/she will not be allowed to enter.
- If a player/coach loses their NABI badge, a replacement will cost \$30.
- Game balls must be the official "NABI" basketballs provided by NABI.

Bench

- Only players and coach(es) with NABI Credentials can sit on the bench. Team managers and children will not be allowed on the bench. No exceptions.

NO Show or Tardy

- All players and coaches must report to team Check-In/College & Career Fair to participate in the tournament. If players do not report to Check-In/College & Career Fair, they will be ineligible to participate in the NABI basketball tournament. NO EXCEPTIONS.
- Teams and/or a head coach who arrive 10 minutes after their listed game start time will forfeit his/her game. Officials to make final decision.
- If players do not report prior to their scheduled game, they must sit the first half. A player will not be allowed to play if he/she is not present prior to the end of the first half. Players who did not report to Check-In/College & Career Fair are ineligible to play. All players must be present at their first scheduled pool game. NO EXCEPTIONS.

Player Eligibility Challenges

- Only head coaches can challenge the eligibility of opposing team players; proof of high school enrollment, age and/or Tribal member status.
- All challenges must be brought to the attention of NABI staff or official **10 minutes** prior to the start of the game.
- All coaches must carry in their possession: proof of school enrollment (copy of high school transcript or report card), player's proof of age (photo ID and copy of Birth Certificate) and Tribal membership (Certificate of Indian Blood or enrollment ID).
- If a challenge is imposed and coach cannot provide player eligibility at the time the challenge is called, the player will be disqualified from the entire tournament.
- In the case that more than one player cannot provide eligibility at the time the challenge is called, the entire team will be disqualified from the tournament, in addition to a 1-year suspension from the NABI tournament.
- If player(s) are involved in any fighting during a game or Flagrant Foul 2 occurs, he/she will be ejected for the remainder of the tournament in addition to a 1-year suspension from the NABI tournament.

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- If a player/coach receives 2 technical fouls he/she will be ejected for the remainder of the “in-process” game; the player/coach is eligible to participate in the next scheduled game.

Official Score Challenge

- Only head coaches can challenge the score of the game.
- Challenges must be brought to the attention of NABI staff or officials at the time the discrepancy is discovered and before the game ends.
- To challenge the score, the challenging team is to compare their team scorebook to the official NABI scorebook. The team scorebook must be located on the team bench and kept by the team’s official coaching staff with credentials.
- If neither team has a scorebook, the NABI scorebook will serve as the official score.
- No challenges can be done once the game has ended.
- If there is not conclusive evidence that a mistake has been made, the final decision will be made by the gym supervisor and the officials for that game.