
7.13 BASKETBALL

7.13.1 General Rules/Policies

- A. Classes** – There are five classes in both boys and girls: A, 2A, 3A, 4A, and 5A.
- B. Practice Dates** – Practice may begin on the following dates:
1. Girls – Monday of Week #21.
 2. Boys – Monday of Week #21.
- C. Game Limitation** – Each varsity team or individual is limited to twenty-six (26) total games prior to the district tournament. Each sub-varsity team or individual is limited to twenty-three (23) total games. This includes regular season and invitational tournament games.
- D. NMAA Rules Clinic** – At least one head boys’ team coach and one head girls’ team coach from each declared basketball school must complete the district clinic in person or online at www.nmact.org between November 1st and November 15th. Failure to comply shall result in a \$100 fine to the school which will be assessed on December 1st.
- E. Quarters of Play** – A player is considered to have played a game when he/she competes interscholastically in five or less quarters on any day or night against a given school. (Five quarters is the maximum permitted). This applies to all levels including Junior High/Middle School. If a player enters into his/her sixth quarter of play in a day against a given school, a technical foul will be assessed on the coach and the player removed from the game.

Q1: Can an athlete play in more than one game (excess of 5 quarters) in a day?

A1: Yes, as long as the games are against different schools. Example: A player plays in a one-day tournament in which he/she plays multiple games. Each game shall count against his/her maximum allowable game limits.

Q2: Is this rule meant to disallow an athlete from playing more than one game in a day?

A2: No, the purpose of the rule is to simply disallow an athlete from playing in more than 5 quarters against the same school in one day. (i.e. JV and Varsity back to back games).

Q3: Can a player play in a JV game at one site and later travel to another site to play another game against another school on the same day?

A3: Yes, as long as the games are not tournament games. Each game shall count against that student athlete’s game limitation.

- F. Tournament Play** – A student athlete may not participate in more than one tournament simultaneously.

Q1: If during the Winter Break, both a school’s junior varsity and varsity basketball teams are participating in tournaments where at least one date conflicts, can an athlete participate in both?

A1: No, an athlete cannot represent his/her school in two tournaments simultaneously even though he/she is within the allowable game limitations.

- G. Mercy Rule** – When a team is ahead at half-time by 35 or more points or becomes 35 or more points ahead in the second half, the clock will stop only for time-outs and for two and three shot free throws. If the point differential becomes less than 35 points, regular timing resumes.

Situation 1: With Team A leading by 34 points in the second half and shooting a 1-and-1, Team A makes the front end of the bonus situation.

Ruling: The clock would start as Team A has gone ahead by 35 points and it is not a two or three shot free throw situation.

Situation 2: With Team B trailing Team A by 35 points in the second half and Team B shooting free throws, Team B makes the first free throw of the bonus situation.

Ruling: The clock would not continue to run because the point differential is less than 35 points.

Situation 3: Team A makes a basket and is now ahead by 35 points in the second half. While making the basket, a Team A player is fouled and will shoot one free throw.

Ruling: The clock would continue to run and Team A would shoot one free throw. The clock will only stop on two and three shot free throws.

Situation 4: Team A is leading by 35 points in the second half and Team B double dribbles.

Ruling: The clock would continue to run because the mercy rule takes effect in the second half.

- H. Schedule Deadlines/Procedures** – Schedules for the succeeding school year are to be entered directly into DragonFly on or before the Tuesday after Labor Day. Delinquent schedules are subject to a fine.

- I. Girls' Basketball Specifications** – The basketball used by all classes for Girls play shall be 28½” in circumference, weighing 18-20 ounces.

7.13.2 Officials

- A.** Officials working NMAA sanctioned events must be registered through the Association. Class 3A-5A schools are required to use three (3) NMAA/NMOA officials for NMAA regular-season sanctioned varsity contests. Two (2) officials may be used at the sub-varsity level. Class A-2A schools are required to use a minimum of two (2) NMAA/NMOA officials for NMAA regular-season sanctioned varsity contests.
- B.** Schools are subject to a fine for using non-registered officials.
- C.** Officials are assigned by the Regional Coordinator for all regular season games.
- D.** A school may designate up to 5% of the officials in each region of the state as a #3 (“will not use”) on the preferential list which is due in the NMAA office the Tuesday after Labor Day. The coach must provide a narrative statement within the context of one or more of the “Categories for Justification of Exclusion” in order for the exclusion to be considered.

7.13.3 District Tournaments

- A. **Dates:** Girls/Boys: Week #35 for classes A - 5A
- B. **Roster Limitation** - Each team is limited to fourteen (14) uniformed squad members for their district tournament. Rosters may not be changed during the tournament from the original list submitted.
- C. **Event Conduct** - The site, seeding, bracket, personnel, and other items are left to the discretion of the schools in the district. The district tournament is under the direction of the district chairperson and/or his/her designee. Ticket prices will be set by the NMAA Executive Director.
- D. **Qualifying Procedures for State Tournaments**
The regular season District Champion and the District Tournament Champion (could be one or two per district) advance to the NMAA State Tournament with the rest of the field being made up of at-large berths.

E. **District Tie- Breaking Procedures to Determine Placement**

(to be used by ALL districts within the sport of basketball)

1. A school must play each member of the district an equal number of times to be eligible for the championship.
2. District placement is determined by district play record.
3. If two teams are tied for 1st place there will be an automatic playoff game to determine the #1 and #2 seeds. This game will be played at a neutral site as determined by the competing schools in conjunction with the NMAA Executive Director.
4. In the event that more than two teams are tied for 1st place, placement is determined using the following procedures:
 - a. The team(s) with the better head to head record in district play between the tied teams will have earned higher placement.
 - b. If more than two teams are still tied, a point differential of +10 and -10 of the district games between the tied teams will be used to determine placement.
 - c. If a tie still exists, a point differential of +10 and -10 of all district games will be used to determine placement.

Note: When the first place team has been determined through the tie-breaking procedures, the remaining teams if tied will go through the process once again, beginning with 4A, to determine who will play the first place team in the automatic playoff game.

Note: If only the last place team is determined through the tie-breaking procedures, the remaining teams if tied will go through the process once again, beginning with 4A. If there are only two remaining teams tied, they will play in the automatic playoff game to determine the #1 and #2 seeds.

- d. If a tie still exists, a coin flip will be used to determine placement. The NMAA Executive Director or designee in conjunction with the tied schools will conduct the flip. (If three teams are tied, three coins will be tossed with

the odd team receiving 3rd place and the remaining two teams having a playoff game to determine the #1 and #2 seeds.)

F. Ties for second place or lower

When two or more teams are tied for second place or lower, please adhere to 4 above. A playoff game shall not be included in the process.

G. Officials - 3-Person mechanics (officials) are required for district basketball tournament games in all classifications for both boys' and girls'.

7.13.4 State Tournament Information

A. Dates: Classes A thru 5A Girls/Boys – 1st Round State Tournament – Week #36
(Girls 1st round games played Friday, Boys 1st round games on Saturday)
Classes A – 5A Girls/Boys – Quarterfinals, Semifinals, and Finals – Week #37

B. Roster Limitation - Each team is limited to fourteen (14) uniformed squad members. Rosters may not be changed during the tournament from the original list submitted.

Note: Twenty (20) members of a qualifying team will be permitted to sit on the bench, behind the bench, or at the scorer's table. This includes players, coaches, managers, athletic trainers, administrators, bus drivers, etc...

C. 1st Round of State Financial Reports - A report, along with the distribution, must be made to the NMAA on or before the appropriate deadlines. The report is due ten (10) business days after the conclusion of the event.

D. State Tournament Pairings - The regular season District Champion and the District Tournament Champion (could be one or two per district) advance to the NMAA State Tournament. The remainder of the field will be made up of at-large berths. Selection and seeding will take place to determine the 16-team bracket for Classes A-5A. (See 7.11). Higher seeds will host first round games.

Note: One district team cannot be seeded or selected higher than another if they came out of district as a lower seed, with regular season taking precedence over tournament play. In the event of a tie in the regular season district standings, the NMAA Staff may use the six criteria points listed in 7.11.2 or any other head to head competition to determine the selection/seeding order between the two teams that are tied.

E. Officials' Fees - Fees for state tournament officials are based on the number of games called plus mileage and per diem if applicable.

F. Use of Noisemakers – Noisemakers are permitted as long as they do not simulate a whistle or horn. Tournament administrators and/or game officials have final jurisdiction over what is or is not allowed.