



## NABA 2026 Boys Tournament Rules

### GAME RULES – All Games:

- NABA will provide two PIAA referees per game, and unless otherwise noted, official PIAA basketball rules will apply. **3<sup>rd</sup>, 4<sup>th</sup> AND 5<sup>th</sup> GRADE BOYS WILL USE 28.5" BALL IF AVAILABLE, OTHERWISE THEY WILL USE A REGULAR SIZE BALL.**
- Warm-ups for a game will begin immediately following the prior game and will finish at the start time of the game, or after 5 minutes, whichever occurs first. If the prior game runs over, there will be a 3-minute warm up. This gives teams 3-5 minutes to warm-up, and it allows for games to start early if time permits (but not sooner than 10 minutes prior to published game time.) Allowances may be made for teams traveling between gyms.
- **TIMEOUTS:** Each team will have **two full** and **two 30-second** time-outs per game, and one thirty second time-out in the first overtime only (no carryovers from regulation).
- Forfeit time will be five minutes after the scheduled game time. If at least 5 players are present at game time or prior to the forfeit time, the game will begin. Allowances may be made for teams traveling between gyms.
- Players or coaches receiving two technical fouls during any one game will be ejected for the remainder of that game and will not be eligible to participate in the next scheduled game (one-game suspension).
- **FREE-THROWS:** Players are now allowed to enter the key on the release of the ball by the shooter. 3<sup>rd</sup> and 4<sup>th</sup> grade may go over the free-throw line, with no further forward movement until the ball hits the rim. Following PIAA rules, a two-shot foul is awarded on the 5<sup>th</sup> team foul in each quarter, with the team fouls resetting to zero after each quarter.
- **RUNNING CLOCK:** In all grades, if a team leads by 20 or more points at any point in the second half, the clock will run except for time outs or injured players.
- **DEFENSE:** In all grades, only man to man defense is permitted in the half court. A zone press is allowed, but man to man must be played once the ball has advanced past half court.

### 5<sup>th</sup> & 6<sup>th</sup> Grade Boys:

- **CLOCK:** 5<sup>th</sup> and 6<sup>th</sup> Grade Games will consist of four six-minute quarters, one minute between each quarter, with the clock stopping on all whistles. Half-time will be 3 minutes. There will be a two-minute overtime in the event of a tie, with additional second overtime, if necessary, and will be sudden death, first to score to decide a winner.
- **PRESSING:** Teams may press anytime, unless up by 15 or more points. Teams trailing can press at any time.

### 3<sup>rd</sup> & 4<sup>th</sup> Grade Boys:

- **CLOCK:** 3<sup>rd</sup> and 4<sup>th</sup> Grade Games will consist of four six-minute quarters, one minute between each quarter, with the clock stopping on all whistles. Half-time will be 3 minutes.

There will be a two-minute overtime in the event of a tie, with additional second overtime, if necessary, and will be sudden death, first to score to decide a winner.

- **PRESSING:** Pressing is only permitted in the last 2 minutes of each half and the final one minute of each overtime.
- **COMPETITION RULES TIE BREAKER:** If a Record tie exists (within a Pool), the tie will be broken as follows:
  1. Head-to-head for a two-way tie.
  2. Point Differential for a three-way tie (up to 16 points +/- per game) from all pool played games and resulting cumulative point differential (After point differential, Head-to-head is then used to break the two-way tie)
  3. Least Points Allowed
  4. Most Points Scored
  5. Coin Toss **SEEDING:**
- To Seed the Play-in, Play-off, and Championship games:
  1. Record
  2. Cumulative Point Differential (up to 16 points +/- per game) from Pool Play
  3. Least Points Allowed
  4. Most Points Scored
  5. Coin Toss
- Forfeits are recorded as 16-0.
- Any unforeseen issues or unresolved conflicts will be resolved by the NABA Tournament Director, at his or her discretion given the circumstances, and all decisions are final.
- Medals are awarded to 1<sup>st</sup> and 2<sup>nd</sup> place teams in each bracket up to 10 per team.

## SCORING RULES

- NABA Tournament will provide clock-scoreboard operators for all games.
- Each team must bring their own score book and designate a bookkeeper for each game.
- Each team's roster must be finalized and submitted to the Tournament Director before the team's first game and cannot change after the first game.
- If a **scoring dispute** arises, whether it is the score, time-outs, fouls, player-related, etc., the referee will stop play and allow the three scorers (two team scorekeepers and the clock operator) to resolve the issue(s). The three scorers must first try to resolve the issue(s), with the help of the head coaches and referees if needed. If all three cannot agree, the dispute will be resolved if any two of the three scorers agree. If agreement cannot be reached by any two of the three, then the Home Team's scorebook will be used to decide. The referees will govern the dispute resolution and interaction with the coaches and expedite the process. Fans are not permitted to influence or participate in the dispute resolution process.
- The team noted on the right side of the schedule is Home (AWAY vs HOME) and should wear white (light) uniforms.
- The winning team's scorekeeper or coach is required immediately after each game to ensure the game score is noted at the scorer's table on the Tournament Record. If a question arises, you may call, email or text your score to the Director:
  - Email: [nabball@gmail.com](mailto:nabball@gmail.com)
  - Call or text 412-925-2034

## **VENUE RULES**

- Team players and two coaches will be admitted for free. All other spectators will pay admission at the door. Snacks and beverages will be available for purchase at most tournament sites.
- Inappropriate behavior by players, coaches, or spectators will not be tolerated and may be grounds for a team's disqualification from the tournament at the discretion of the Tournament Director. Coaches are responsible for the behavior of the team and fans. Referees may eject any coach, player, or fan for unsportsmanlike or inappropriate behavior. In the event of an ejection or disqualification, there will be no refunds.
- A Lost & Found will be located at the concession stand at each venue. Please turn in/pick up items at that location.
- Tournament brackets will be posted at [www.nababasketball.org](http://www.nababasketball.org) and they will be updated regularly.
- Each team is required to check email regularly throughout the weekend for updates, changes, and seeding.
- Report any game-time issues, problems, injuries, discrepancies, equipment/facility damage or malfunctions or emergencies to the Tournament Director immediately.

## **Tournament Directors**

- Jake Mencini – Tournament Director  
George Hendrickson – Assistant Tournament Director

- Email: [nabball@gmail.com](mailto:nabball@gmail.com)
- Call or text: (412) 925-2034 (Jake)
- Call or text: (412) 720-4154 (George)

**THANK YOU FOR PARTICIPATING!!!**