

1. All first-, second- and ~~third~~-place teams at a 2010 NSGA qualifying games will qualify for the 2011 Summer National Senior Games.
2. Each 2010 NSGA qualifying games may qualify all basketball teams that compete in the 80+ age division. Competition must take place in accordance with Rule H in order for teams to be qualified.

ENTRY REGULATIONS

1. Teams must be of all one gender.
2. Team rosters shall be limited to 10 persons, including non-playing coaches, non-playing captains and non-playing bench personnel, with a maximum of one out-of-state player, except as otherwise permitted. Teams in the 70+, 75+ and 80+ age divisions may have three out-of-state players on their rosters. Roster changes shall be allowed only as permitted under Rule F.
3. All registration and team rules apply to non-playing coaches, non-playing captains and non-playing bench personnel.
4. Athletes may compete with only one team per sport.
5. Age divisions for all team competition will be determined by the age of the youngest team member as of December 31, 2011.

FORMAT

1. Tournament format will be single round robin (pool play), with re-seeding into the Gold Playoff Bracket (depending on number of teams entered in the division). Double elimination will be conducted for the Gold Brackets only. All other flight brackets will be single elimination.
2. First through fourth place awards will be presented within each Bracket and Division.
3. Every effort will be made to provide teams a minimum of 5 games.
4. The NSGA and LOC reserve the right to change the tournament format for any age division based on entry numbers, space restrictions, or other circumstance.
5. Ties for seeding will be broken in the following manner:
 - a. Overall record
 - b. Head-to-head competition
 - c. Point differential
 - d. Coin Toss
6. A maximum of 13 points will be awarded towards point differential, regardless of final score.
7. Forfeits shall be scored 7-0.

SPORT RULES

1. This tournament will be conducted in accordance with National Collegiate Athletic Association (NCAA) rules, except as modified herein. For a copy of these rules, please write or call:

National Collegiate Athletic Association
P. O. Box 6222
Indianapolis, IN 46206-6222
(317) 917-6222
www.ncaa.org
2. Teams must have a minimum of three players on the floor to start a game. Teams may continue/finish with a minimum of two players on the floor.
3. The game shall be played on half court by two teams of three players each, with a maximum of seven substitutes.
4. Playing time shall be two halves of 12 minutes of a continuously running clock with an intermission of five minutes. In the last two minutes of each half, the clock will stop in accordance with normal basketball rules.
5. A tie score at the end of regulation time will result in a ~~three~~-minute stop clock overtime period with ball possession determined by a coin flip. If the game is still tied, subsequent ~~three~~-minute periods shall be played until the tie is broken.

6. Two time-outs are permitted per team per half. If a game proceeds to overtime, each team shall receive no more than one additional time-out, regardless of the number of overtimes. Time-outs shall be 30 seconds in duration. The clock will not run during time-outs.
7. Substitutions may be made after a basket, foul shot, stoppage of play or any other time an official beckons the player onto the court.
8. The winner of the coin toss shall take the first possession. Possession at the start of the second half shall be determined by the possession arrow. Ball possession changes hands after each basket unless a technical or personal foul is awarded.
9. Deliberate stalling or attempts to freeze the ball shall result in a technical foul and loss of ball possession. A warning shall be given by an official prior to assessing the penalty. During the last two minutes of the ball game and during any overtime period, teams shall attempt a shot within approximately 20 seconds of gaining possession as determined by the referee.
10. The game shall be played using the three-point line as the "check line." The ball shall be returned to a point behind the check line after each change of possession as follows:
 - a) After a made basket and all dead ball situations, the ball shall be placed in play from the top of the key. The ball must be advanced into play by means of a pass to a teammate. The teammate receiving the pass may be in front of or behind the check line.
 - b) After a turnover or defensive rebound, the ball may be returned to any point behind the check line. The player returning the ball behind the check line shall be in possession of the ball with both feet behind the line. The penalty for failure to be in possession of the ball with both feet behind the line shall be loss of possession. The player who returns the ball behind the line may maintain possession and attempt to score.
11. Following a made basket or dead ball, the ball shall be put in play within five seconds. If the ball is not put in play within five seconds it shall be a violation, and possession shall be awarded to the defense with no change in the possession arrow. Dribbling will result in a replay.
12. Defenders may not cross the check line to guard the player throwing in the ball until after that player has made the first pass.
13. A player is disqualified on his/her fifth foul. Technical fouls will be assessed in accordance with NCAA rules.
14. All personal and technical fouls shall be counted against a team total. After the seventh team foul, a bonus shall be awarded for the remainder of the game. Penalties for fouls shall be as set forth below.
15. Prior to the seventh team foul:
 - a) any common foul shall result in loss of possession for the offending team;
 - b) any player control foul shall result in disallowing a converted basket and loss of possession;
 - c) any shooting foul with a missed basket shall result in two free throws, and the offended team shall retain possession;
 - d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team shall retain possession.
16. Beginning with the seventh team foul:
 - a) any common foul shall result in a single free throw and the offended team shall retain possession;
 - b) any player control foul shall result in disallowing a converted basket and in a single free throw which, if made, shall entitle the shooter to a second free throw, and the offended team shall retain possession;
 - c) any shooting foul with a missed basket shall result in two free throws, and the offended team shall retain possession;
 - d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team will retain possession.
17. Beginning with the 10th team foul:

- a) any common foul shall result in two free throws, and the offended team shall retain possession;
 - b) any player control foul shall result in disallowing a converted basket and in two free throws, and the offended team shall retain possession;
 - c) any shooting foul with a missed basket shall result in two free throws, and the offended team shall retain possession;
 - d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team shall retain possession.
18. During the last two minutes of the each half, and during any overtime period, the automatic awarding of team possession after free throws does not apply (live rebounding will be in effect).
 19. Team clothing must be of like design and color. Teams are encouraged to have both "home" and "away" uniforms with jerseys numbered front and back.
 20. Three point shots are allowed.
 21. The NSGA Sport Rules for Basketball are governed by the **current** NCAA rules as stated in Rule O.
 22. Officials do not put the ball in play, except at the start of each half.