



Brent International School Subic

Activities Department



ISAC Subic - 2017

Girls' Basketball Tournament Rules

1. Standard FIBA Rules will be followed unless otherwise noted.
2. All basketball games will consist of four (4) 8-minute quarters, running clock.
 - 2.1 The clock will stop when:
 - Free throws are administered
 - Timeouts are granted
 - There is an unusual delay, and the referee signals to stop the clock
 - 2.2 A regulation clock shall apply for the last one (1) minute of each quarter.**
3. There will be a 1-minute break between the 1st two quarters and the last two quarters.
4. There will be a 3-minute break at half time.
5. Each team is allowed one (1) 30-second time-out per quarter. Carry-overs will not be allowed.
 - A fifteen-second time-out warning will be given, and after the final warning a five (5) second grace period will be given before the officials put the ball into play whether or not both teams are in place.
6. The shot clock will be run according to FIBA standards for all games.
7. If scores are tied at the end of regulation play, a four (4) minute extension period shall start immediately with a jump ball.
 - A running clock will be used for the first two (2) minutes and a stop clock for the last (2) minutes of each overtime period.
 - The 24-second shot clock will still be used.
 - One (1) Timeout will be allowed per team for each overtime period.
 - Personal and team fouls will carry over from the 4th Quarter.
 - In the case of another tie four (4) minute overtime periods will continue.
7. Warm-ups should take place in the MPH upstairs. Teams should be ready at courtside before the previous game is over.
8. A shotgun schedule will be followed for the round-robin portion of the tournament. Five (5) minutes will be given at the end of each game before the next game begins. The scheduled time will only be used as a general guide. Five (5) minutes after the previous game finishes will also be considered forfeit time.
8. The team listed first on the schedule is designated as the "Home Team" and should wear a light colored uniform.
9. The Molten GG7 will be used as the official game ball.
10. Winning teams will receive three (3) tournament points; losers, one (1); and forfeit, zero.
11. After the regular round-robin play, places will be determined, if need be, using the ISAC tie-break procedures:
 - ISAC Tiebreak Procedure:
 - A. Head-to-head result
 - B. Point Differential between tied teams
 - C. Point Differential in all games
 - D. Points scored in all games
 - E. Points conceded in all games
 - F. Draw lots
 - Notes:**
 1. In a tie among more than 2 teams, once a team is promoted or demoted, then the procedure reverts back to head to head.
 2. In a tie among more than 2 teams, if 2 of the 3 teams are even at the top, then the bottom team is demoted and the tie break reverts back to head to head.
12. The semi-final and final games will be run according to the actual time schedule, not in a shotgun manner following the same clock system as the round robin games.