

15th Annual Mike O'Connor Memorial Basketball Tournament Tournament Rules

In accordance with Basketball Ontario guidelines, the Mike O'Connor Tournament is implementing full FIBA Rules with a few exceptions highlighted below. Please refer to the attached document "*Rules Differences of FIBA vs. NFHS*" to view the major differences between the two.

FIBA Rules Exceptions:

1. If a FIBA key is not present, the standard Federation key will be used.

Game Rules Exceptions:

1. Game Times will remain the same as currently detailed in the Coaches Manual for all age categories.
2. Half time will remain the same as currently detailed in the Coaches Manual for all age categories.
3. Overtime will remain the same as currently detailed in the Coaches Manual for all age categories.

Young Player Development Rules Exceptions:

All Basketball Ontario Young Player Development Rules designed to meet the needs of young players and applying to the U12 Major Atom will stay in force under the Mini Rules of FIBA.

Additional rules applicable to this tournament are as follows:

1. If a player is ejected from the game for a flagrant foul, the player is no longer permitted to participate in the tournament.
2. Atoms shall use a size five (5) ball. All other divisions shall use a size six (6) ball.
3. There must be a minimum of nine (9) players dressed for each game. A team may register up to fifteen (15) players.
4. An appeal of any ruling that pertains to these rules may be heard by the Referee-in-Chief/the organizing committee upon recommendation on the Referee-in-Chief.

The participation rule shall be in effect for all divisions EXCEPT JUNIOR. Please see below for specific rules that apply to the Major Atom, Major Bantam, and Major Midget divisions.

The Basketball Ontario Tie-Break format will apply to all divisions.

Participation Rules and Regulations for Major Atom Divisions

1. **Atoms must play according to the person-to-person defense rules and guidelines.** One warning will be given to the coach, with technical fouls to be charged for subsequent violations.
2. The game will consist of four quarters of play. Each quarter will be divided into two (2) periods of four (4) minutes each resulting in eight (8) periods of play.
3. During the first seven (7) periods, substitution will occur only at the end of each period.
4. The time between period four (4) and five (5) is halftime.
5. Substitutions are permitted for medical reasons at any time and if an injury occurs during the first seven (7) periods.
6. **Open substitutions will only be permitted in the eighth and final four (4) minute period of the game and any overtime periods.**

Players Playing Time

Coaches are required to provide playing time for **all** players whose name appears on the official score sheet.

Exception:

Coaches are required to provide playing time during a game only for the number of players on the team with the least number of players listed on the official score sheet.

Example:

Team A has eleven (11) players.

Team B has thirteen (13) players.

Team A and Team B must provide playing time for eleven (11) players, however, Team B is permitted to substitute 13 players if they so desire.

Players Equal Participation Rule

This rule will be in effect for the first seven periods.

Each eligible player must play the minimum number of shifts required. For clarity, see chart below.

Minimum/Maximum Shifts for Major Atom (OBA)

Number of Players	Minimum Shifts per Player	Maximum Shifts per Player
15	2	3
14	2	3
13	2	3
12	2	3
11	3	4
10	3	4

Back-to-Back Shift Substitution

Players may not play back to backshifts in the game.

Exceptions

1. The shifts immediately before and immediately following half time are **not** considered to be back to back in the Major Atom level of play because of the half time break. Free substitutions may occur at half time. This rule is contingent upon equal participation conditions being met for all team members.
2. A player may play back-to-back shifts as a result of medical reasons and/or injuries and then only if the coach has no other player to substitute.
3. For the purpose of shift assignment for equal participation only, each shift shall be divided into four one-minute intervals, and assignment of the shift shall take place as follows:
 - a. If substitution occurs during the first three minutes, the shift belongs to Player 2 (“the Substitute”).
 - b. If substitution occurs in the last minute, the shift belongs to Player 1 (“the Injured Player”).

Overtime

1. The length of each extra shift shall be four (4) minutes.
2. Teams are not required to provide playing time for all players in overtime.
3. Each team is granted one (1) timeout (60 seconds) per overtime period.

Participation Rules and Regulations for Major Bantam and Major Midget Divisions

1. The game will consist of four 8-minute quarters of play. The first three quarters will be divided into two periods of four (4) minutes each resulting in six (6) periods of play.
2. During the first six (6) periods, substitution will occur only at the end of each period.
3. The time between period four (4) and five (5) is halftime.
4. Substitutions are permitted for medical reasons at any time and if an injury occurs during the first six (6) periods.
5. **Final period of play. Open substitutions will only be permitted in the final eight (8) minute quarter of the game and any overtime periods.**

Players Playing Time

Coaches are required to provide playing time for **all** players whose names appear on the official score sheet.

Exception:

Coaches are required to provide playing time during a game only for the number of players on the team with the least number of players listed on the official score sheet.

Example:

Team A has eleven (11) players.

Team B has thirteen (13) players.

Team A and Team B must provide playing time for eleven (11) players, however, Team B is permitted to substitute 13 players if they so desire.

Players Equal Participation Rule

1. This rule will be in effect for the first six periods.
2. Each eligible player must play the minimum number of shifts required.
3. During the first six periods, each eligible player must play at least 2 shifts and no player can play a 4th shift until all players have played 3 shifts. For clarity, see chart below.

Minimum/Maximum Shifts for Major Bantam & Major Midget

Number of Players	Minimum Shifts per Player	Maximum Shifts per Player
15	2	2
14	2	3
13	2	3
12	2	3
11	2	3
10	3	3

Back-to-Back Shift Substitution

Players may not play back to back in the game.

Exceptions

1. The shifts immediately before and immediately following half time are **not** considered to be back to back because of the half time break. Free substitutions may occur at half time. This rule is contingent upon equal participation conditions being met for all team members.
2. A player may play back-to-back shifts as a result of medical reasons and/or injuries and then only if the coach has no other player to substitute.
3. For the purpose of shift assignment for equal participation only, each shift shall be divided into four one-minute intervals, and assignment of the shift shall take place as follows:
 - a. If substitution occurs during the first three minutes, the shift belongs to Player 2 (“the Substitute”).
 - b. If substitution occurs in the last minute, the shift belongs to Player 1 (“the Injured Player”).

Overtime

1. The length of each extra shift shall be four (4) minutes.
2. Teams are not required to provide playing time for all players in overtime.
3. Each team is granted one (1) timeout (60 seconds) per overtime period.