

## **Beijing Area Sports Exchange Tournament Rules**

[www.base-league.org](http://www.base-league.org)

### **Basketball**

Basketball Rules and Regulations will remain consistent as much as possible with those recommended by the International Basketball Federation (FIBA) and can be found at <http://www.fiba.com/basic-rules>

The terms of each friendly match may vary; however, each team must agree on the terms of the game prior to start.

#### **1. Game Length**

- 1.1 Games will be played with 4 ten minute quarters, running time.
- 1.2 A 24 second shot clock is recommended but not required for tournament play.
- 1.3 The last two-minutes of each quarter will use stop-time format.
- 1.3 Overtime Periods will be 3 minutes and begins with a jump ball.
- 1.4 New games may be scheduled every 75 or 90 minutes OR have an agreed upon format prior to the start of the tournament.

#### **2. Time-outs**

- 2.1 First Half – Two (2) time-outs for each team.
- 2.2 Second Half – Three (3) time-outs for each team.
- 2.3 Overtime Periods - One (1) time-out is granted per overtime period for each team.
- 2.4 Timeouts do not carry over from half to half or into overtime
- 2.5 The length of each time-out is 1 minute.
- 2.6 The length of time between quarters is 2 minutes.
- 2.7 The maximum length of halftime is 10 minutes.
- 2.8 Coaches may request a timeout by approaching the scorers' table. The scorer notifies the referee of the timeout at an appropriate time, which includes: a dead ball, free throw, immediately after a scored basket by the opposing team.

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### **3. Ball Size**

- 3.1 Girls' games shall use a size 6 ball (28.5" / 72cm).
- 3.2 Boys' games shall use a size 7 ball (29.5" / 75cm).

### **4. Warm-up session**

- 4.1 All teams will receive up to a ten-minute warm-up period prior to the start of the game, on the side of the court away from their bench. Any second half warm-up will be in front of own bench. This corresponds to direction of play in each half.
- 4.2 If the games fall behind schedule, each team will have 8 minutes to warm-up at their own end of the court.

### **5. Substitution of Players**

- 5.1 Unlimited amount of substitutions. Substitutes are to approach the scorer's table and be directed onto the court during a dead ball situation.

### **6. Officials / Referees**

- 6.1 2 referees shall be utilized for all basketball games.
- 6.2 B.A.S.E. Tournament games should use personnel from local recognized officiating organizations, if possible.

### **7. Fouls – Personal and Technical Fouls**

- 7.1 A player is disqualified from a game when they commit their fifth personal foul.
- 7.2 Technical fouls against a player also count as a personal foul against the same player and count as a team foul. A player is disqualified if they receive two (2) technical fouls.
- 7.3 Technical fouls against the coach, bench or fans is charged to the coach, but is not counted as a team foul. A coach is disqualified if they receive three (3) technical fouls.

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### **8. Team Fouls**

- 8.1 A team is in a team foul penalty situation when it has committed five (5) team fouls in a period. Two (2) bonus free throws are awarded to the opposing team once the fifth (5) team foul is committed. Team fouls reset to zero (0) at the start of the next quarter. Team fouls and bonus penalties from the 4<sup>th</sup> quarter continue into all overtime periods.

### **9. Tie breaker from round-robin standings for tournament seeding (in order of application):**

9.1 Head to Head Game Result

9.2 Points Difference Ratio

Divide the total points scored by the total points scored against each team involved in the tie. A maximum point differential of 20 points will be used for calculations. This is to minimize “running up” the score in order to improve a team’s seeding.

9.3 Points Difference Ratio – All Game

Divide the total points scored by the total points scored against each team in all pool play games. A maximum point differential of 20 points will be used for calculations. This is to minimize “running up” the score in order to improve a team’s seeding.

9.4 Coin Toss

### **10. Special Requirements**

- 10.1 At the end of each game or match, coaches will record the opposite teams game MVP and Sportsmanship Player.  
10.2 Mercer Rule of 30 points, game will continue without keeping score.  
10.3 Air Quality Index over 250 will be cancelled and/or rescheduled.  
10.4 9:00 a.m. game day Air Quality Index will be used.  
10.5 Cancelled games will be rescheduled

### **11. Strategies of the games**

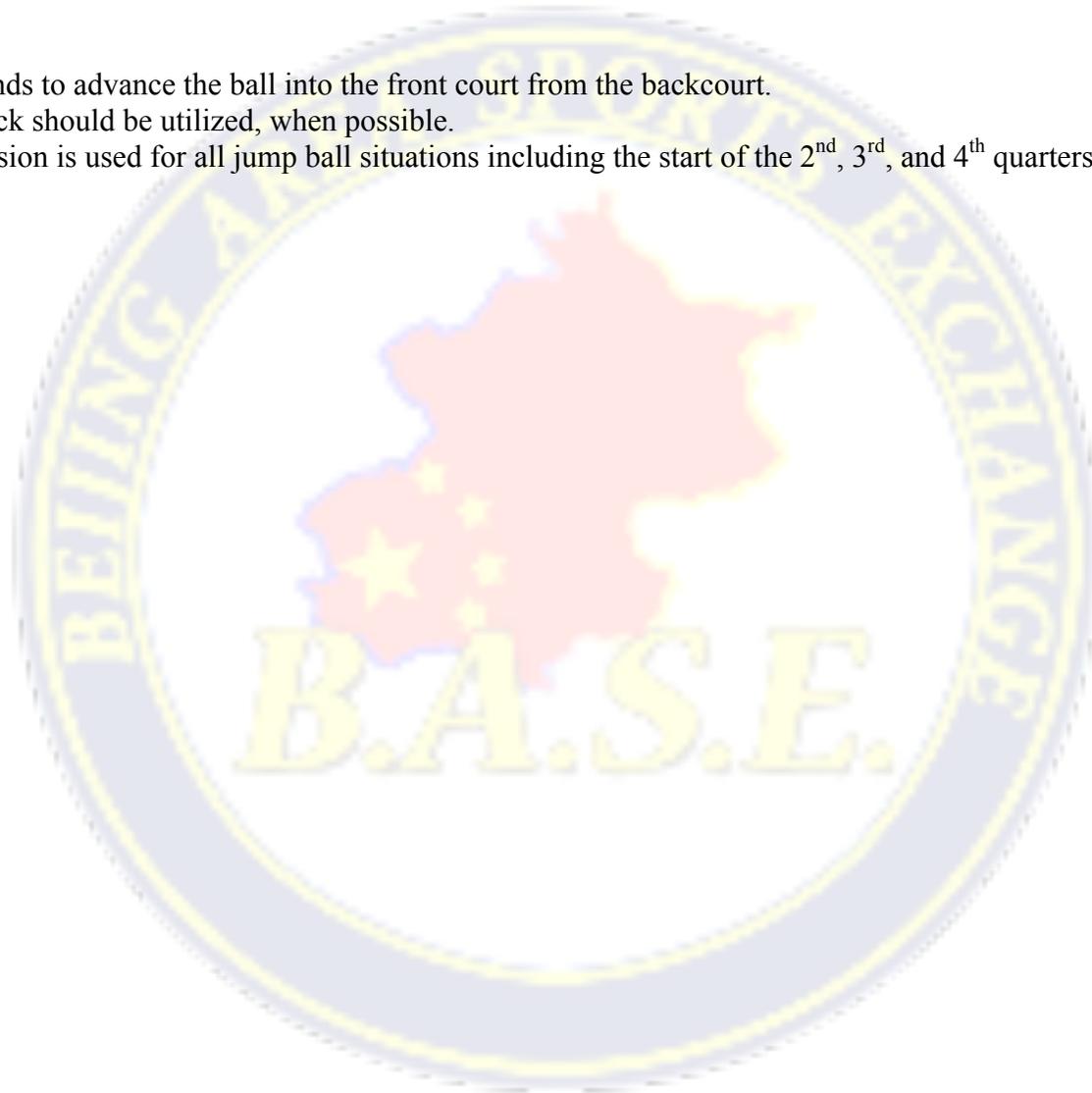
- 11.1 U19 Basketball games and exchanges may include varying offensive and defensive schemes.  
11.2 U16 Basketball games and exchanges may include varying offensive schemes; however, there is not zone defense allows; there is to be zero full court pressing.

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### **Notes of FIBA Rules:**

1. A team has 8 seconds to advance the ball into the front court from the backcourt.
2. 24 second shot clock should be utilized, when possible.
3. Alternating Possession is used for all jump ball situations including the start of the 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> quarters.



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## **Soccer**

### **1. Match Length**

- 1.1 Matches shall be 2 x 20 minute halves with a 5 minute interval for half time.
- 1.2 In matches where ties are not permitted (post Round Robin), 2 x 5 minutes halves of extra-time shall be played. No Break between halves. Neither the “golden goal” nor the “silver goal” rule shall apply during the extra-time. If at the end of extra time the score is still tied then it goes to penalty kicks 7 aside futbol match.

### **2. Team Size**

- 2.1 Maximum roster size shall be 12 players.
- 2.2 Matches shall be played 7 vs. 7 players (1 goalkeeper + 6 outfield players) and teams must have a player designated as goalkeeper at all times.

### **3. Ball Size**

- 3.1 Girls and boys shall both use a size 5 ball.

### **4. The Field of Play**

- 4.1 The overall size shall be reduced to approximately half of the regulation size (60 x 40 m).
- 4.2 The following changes should be made to the field markings if possible:
  - a. The goal area and the penalty area are combined into one area. This size of this new “goal/penalty area” shall be somewhere between that of the proper goal area and that of the proper penalty area. All rules which normally pertain to these 2 areas are still in affect.
  - b. The penalty spot shall remain 11 meters from the goal line for regulation sized goals. (If seven aside goals are used the Penalty spot is 9 meters from the goal line)
  - c. Goals shall be regulation size (24’W x 8’H.) or 7 a side goals (21’W x 7’H). This information must be conveyed to all participating teams at least 1 month in advance of the tournament
  - d. The Center Circle shall be reduced to 8 meters in diameter.

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### **5. Substitutions**

- 5.1 An unlimited number of substitutions are permitted in each match.
- 5.2 Substitutions shall be allowed at the following stoppages of the game:
  - a. on the team's **own** corner kick,
  - b. on the team's **own** throw in,
  - c. on the team's **own** goal kick,
  - d. on the team's **own** free kick,
  - e. when the opposition is substituting
  - f. at half time
  - g. after a goal has been scored

### **6. Officials**

- 6.1 Each match shall be officiated by one referee.
- 6.2 Assistant referees are not required.

### **7. Offside**

- 7.1 The offside rule shall NOT be applied.

### **8. Yellow & Red Cards**

- 8.1 A player who receives 2 yellow cards in the same match will not be permitted to play in the next match.
- 8.2 A player who receives a red card will not be permitted to play in the next match.
- 8.3 A player who receives a red card for the use of foul/abusive language, serious foul play or violent conduct will not be permitted to participate in the remainder of the event. The Tournament Director and the Head Official must meet to discuss this decision.

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### **9. Penalty Kicks**

- 9.1 Shall only be used in post Round Robin matches where the result is still undecided following the completion of extra-time.
- 9.2.1 Shall only involve 3 players from each team (otherwise FIFA regulations apply).
- 9.2.2 Only players on the field at the end of extra time are eligible for taking penalty kicks.
- 9.3 A player who is already on the field at the conclusion of play can take over the goalkeeping duties.
- 9.4.1 Other players should not enter the field of play after the final whistle. Players who are on the field should not leave.

### **10. Tie Breaker Rules for Round Robin Tournament Standings (in sequence):**

- a). Head-to-Head Result
- b). Best goal differential in games between tied teams
- c). Best goal differential in all games
- d). Most goals scored in games between tied teams
- e). Most goals scored in all games
- f). Least goals allowed in games between tied teams
- g). Least goals allowed in all games
- h). Coin Toss

### **11. Special Requirements**

- 11.1 At the end of each game or match, coaches will record the opposite teams game MVP and Sportsmanship Player.
- 11.2 Mercer Rule of 5 points, game will continue without keeping score.
- 11.3 Air Quality Index over 200, the game will be cancelled due to health concerns or a PM 25 level over 100.
- 11.4 9:00 a.m. game day Air Quality Index will be used.
- 11.5 Cancelled games will be rescheduled.

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### **Badminton**

All IBA rules and regulations are in force. The host school will inform the traveling schools which shuttles will be used during the competition at least 6 weeks prior to the event.

#### Number of Participants

Up to 24 players per team, 12 boys and 12 girls

2 coaches per team

Players will be seeded by their own coaches, and equivalent seeding paired up for matches. It is stressed that this system depends upon the integrity of the coaches in ranking their own players. Seeding will be finalized at the coaches meeting, and must be adhered to subsequently.

Tournament format: Boys singles, girl's singles, boy's doubles, girl's doubles, mixed doubles.

- a. Tournament Tie-Breakers
- b. Head to head
- c. Total sets won among the tied teams
- d. Total games won among the tied teams Points won (if possible)
- e. Coin toss

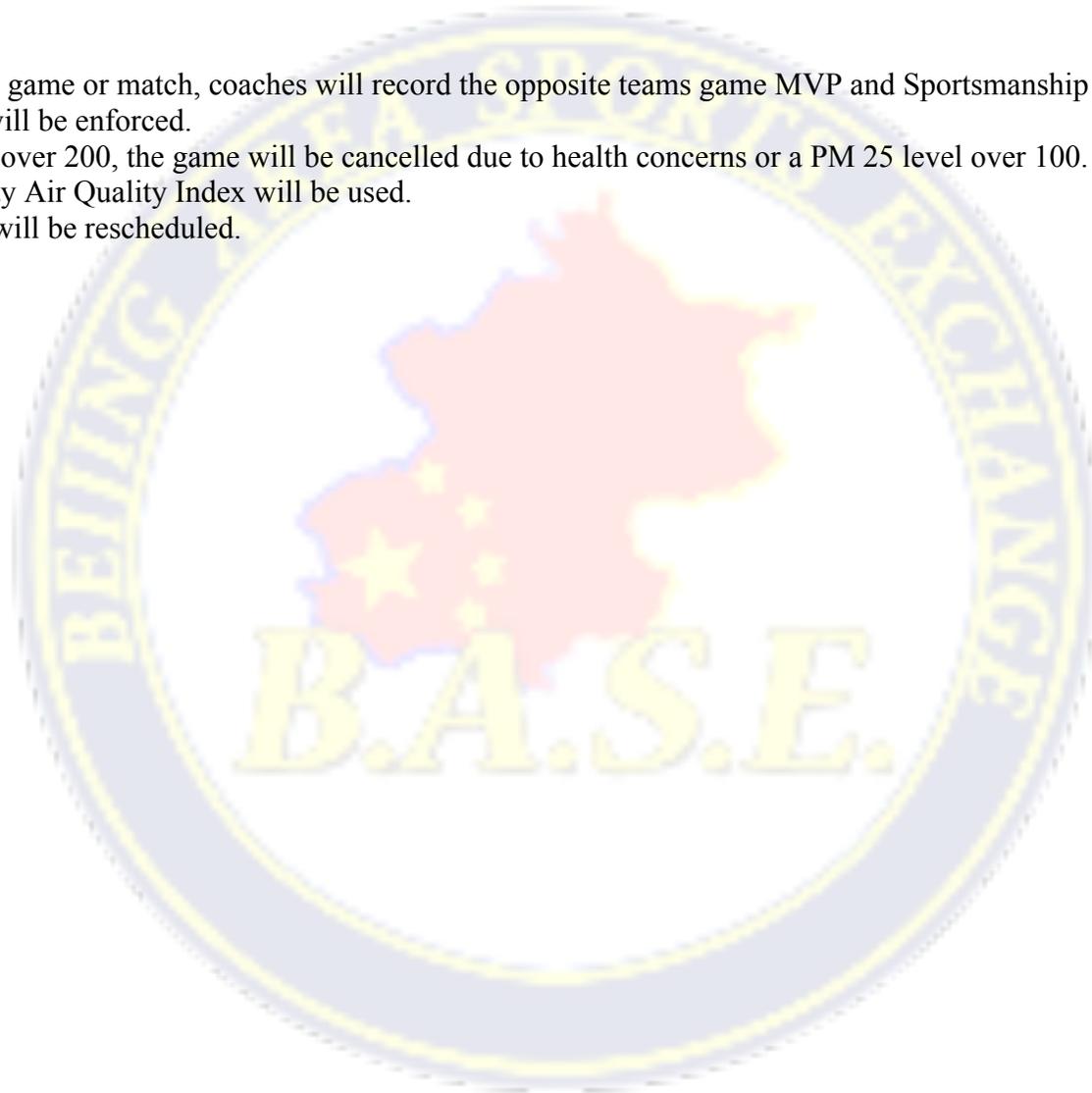
Coaches should not give instructions during the course of games that will stop play. Coaches need to be pro-active in monitoring the calls made by their own players and the opposition, if there are any issues the coaches are to contact the tournament director to possibly assign a neutral umpire.

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### **Special Requirements**

1. At the end of each game or match, coaches will record the opposite teams game MVP and Sportsmanship Player.
2. No Mercer Rule will be enforced.
3. Air Quality Index over 200, the game will be cancelled due to health concerns or a PM 25 level over 100.
4. 9:00 a.m. game day Air Quality Index will be used.
5. Cancelled games will be rescheduled.



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## **Volleyball**

<http://www.fivb.org/>

### **1. Game Length**

- 1.1 Games will be played best of 3 sets.
- 1.2 The first 2 sets will be played to 25 points (win by 2 points). In case of a 1-1 tie, a deciding third set is played to 15 points with a minimum lead of 2 points.

### **2. Time-outs**

- 2.1 There shall be 2 time-outs allowed per set for each team.
- 2.2 The length of each time-out is 30 seconds.
- 2.3 The length of time between sets is 1 minute.

### **3. Net height**

- 3.3 The net height for women shall be 2.24m.
- 3.4 The net height for men shall be 2.43m.

### **4. Warm-up session**

- 4.3 All teams will receive a five minute warm-up period, 3 minutes at the net and 2 minutes for serving. (10 minute total)
- 4.4 If the games fall behind schedule, each team will have 3 minutes at the net and 2 minutes serving together. (8 minute total - at the discretion of the Tournament Director)

### **5. Substitution of Players**

- 5.1 A player may re-enter the game an unlimited number of times, but must switch with the same player for the entire set.

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### **6. Officials**

- 6.3 The number and source of the officials shall be determined by the host school.
- 6.4 When possible, the host school shall use host country officiating organizations to officiate the tournament.

### **7. Tie breaker for round robin tournament standings (in sequence)**

- 7.1 Head to Head
- 7.2 Set Difference
  - 7.2.1 The difference between total sets won and lost between tied teams.
  - 7.2.2 The difference between total sets won and lost in all matches played.
- 7.3 Point Difference
  - 7.3.1 The difference between the total points scored and lost between tied teams.
  - 7.3.2 The difference between total points scored and lost in all matches played.

### **8. Special Requirements**

- 8.1 At the end of each game or match, coaches will record the opposite teams game MVP and Sportsmanship Player.
- 8.2 No Mercer Rule will be enforced.
- 8.3 Air Quality Index over 200, the game will be cancelled due to health concerns or a PM 25 level over 100.
- 8.4 9:00 a.m. game day Air Quality Index will be used.
- 8.5 Cancelled games will be rescheduled.