



STYL PRESENTS:

***BASKETBALL
TOURNAMENT
THE ANIL JOHN
MEMORIAL***

OFFICIAL TOURNAMENT
HANDBOOK

www.stylball.com

styl.ball@gmail.com

@stylball

TABLE OF CONTENTS

GENERAL TOURNAMENT RULES

GENERAL GAME RULES

MEN'S TOURNAMENT FORMAT



GENERAL TOURNAMENT RULES

Game time decisions made by the referees and officials are final. All decisions made by the tournament committee are final.

Team Eligibility

- ❖ The Anil John Memorial Basketball Tournament (The AJMBT) is exclusive to teams representing Malankara Churches.
- ❖ The tournament committee reserves the right to make final decisions on the eligibility of a team.
- ❖ Each team participating must fill out the registration form and the waiver form.
- ❖ There must be a minimum of 5 players and no more than a maximum of 20 players allowed on each Men's team roster.

Player Eligibility

- ❖ The tournament committee reserves the right to make a final decision on all player eligibility matters.
- ❖ All players must be over the age of 13.
- ❖ Players of a team participating in the Men's Tournament must be registered members of the same Indian Christian parish represented by the respective team.
- ❖ Only players who are part of the final team roster are eligible to participate.
- ❖ Players may be asked to prove their membership in their respective parishes if the need arises.
- ❖ The tournament committee reserves the right to deny the registration of a player who fails to produce sufficient proof of parish membership in a timely fashion.
- ❖ Protest to the eligibility of a player must be declared before the start of the tournament.
- ❖ Related to ringers playing during the games
 - Protest to the eligibility of a player must be declared before the start of the respective game.
 - Results of the games played prior to the protest will not be changed.
 - Protests made after the final whistle of a game will not alter the result of the game.
 - If the protest/contest is proven valid to the tournament committee, the player-in-question will not be allowed to participate in the tournament any further.
- ❖ Teams with ineligible players may be disqualified from continuing in the tournament if the committee deems that a disqualification is warranted.
- ❖ Proof of fraud in player eligibility will result in automatic disqualification of a team.
- ❖ The tournament committee reserves the right to make a final decision in such matters.
- ❖ Roster changes can be made by the team captain until Nov 29th 2025, after which no changes (including swapping of players) can be made and team rosters are considered final.
- ❖ Any requests for roster changes due to injury or unforeseeable circumstances after Nov 29th 2025 must be made by the team captain to the tournament committee.
- ❖ The tournament committee reserves the right to make final decisions on the aforementioned request.

Tournament Day Rules

- ❖ Each team must appoint a captain who will represent his team and is also responsible for his team's conduct.
- ❖ The captain is responsible for sending information to the organizers as well as making sure all the information is correct, and informing their team members of the rules and game format.
- ❖ Each team must wear their assigned uniforms.
- ❖ A two-shot technical will be assessed for each team member that does not wear their uniform.
- ❖ Team members involved in a fight (i.e, pushing, punching, spitting, cursing) will be ejected from the game and

may be suspended from the tournament.

- ❖ Team members leaving the bench onto the court during a fight will face possible ejection from the game and the tournament
 - Same will apply for any incidents that occur on the premises, including the parking lot
 - There will be no refund for the teams whose members are involved in a fight.
- ❖ Teams may also be disqualified from the tournament and may be asked to vacate the premises if the organizers deem it warranted.
- ❖ Alcoholic beverages, illegal substances, or weapons found on any player will result in the disqualification of the team. The tournament committee will immediately notify local law enforcement agencies as well as the priest/pastor of the respective parish about the findings.
- ❖ Forfeit time is 5 minutes after scheduled game time. If a team forfeits, the other team will win and get 5 points.
- ❖ Tournament representatives will keep the official score.
- ❖ Only one person without the team jersey can be at the team bench during a game
 - For any such aforementioned infraction to this rule, the referee can assess a technical foul.

Behavior and Conduct

- ❖ Violation of the listed or otherwise acknowledged conduct rules will result in a technical foul. Conduct that results in a technical foul: (this list is not all-inclusive)
 - Cursing at anyone including referees, opposing players, and coaches
 - Taunting players
 - Hanging on the rim except in an instance to prevent injury
 - Calling timeouts when all have been exhausted
 - The presence of more than five players on the floor once the game is in session
 - The second of a delay of game violation
- ❖ A technical foul by a single player will be assessed as a personal foul.
- ❖ A technical foul on any team personnel (player, coach, bench, etc.) results in the opposing team receiving one free throw.
- ❖ The receipt of two technical fouls by a single player or a team personnel result in an automatic ejection from the game.
- ❖ Any intentional foul will be assessed as a flagrant foul. If a player plays defense on the ball and fouls the opposing player that will be assessed as a personal foul.
- ❖ Any player receiving two flagrant fouls in a given game will also be automatically ejected from the game.
- ❖ A flagrant foul by a single player will also be assessed as a personal foul.
- ❖ The officials of each game have the authority to penalize (a) player(s) and/or team personnel for inappropriate behavior, body language, and/or inappropriate conversation, at their discretion.
- ❖ If a player(s) or team personnel(s) continues to act or conduct himself in an inappropriate manner, he (they) may be disqualified from further participation in the tournament.
- ❖ The referee has full discretion to call a technical foul for reasons, which may or may not fit within the listed items above.
- ❖ Teams are encouraged to shake hands with opponents before the games as well as after the games.
- ❖ If the medical staff does not give clearance to an injured player to play, the Referee will not allow that player to play.
- ❖ Only one person without the team jersey can be at the team bench during a game. For any such aforementioned infraction to this rule, the referee can assess a technical foul.

GENERAL GAME RULES

Rule #1: NCAA rules shall govern all play except as determined by the officials in their discretion in light of special circumstances that occur.

- ❖ The official(s) shall determine and advise the team captains of any special rules of play that may be required by virtue of the unique architecture of the facility prior to a game. Such "house rules" shall be binding only as to the specific game being played and may be altered as to any subsequent game.

Rule #2: Delay in Play due to injury/other unspecified circumstance

- ❖ If play is interrupted by an injury to a player or the loss of a contact lens, the referee may, in his discretion, stop the clock but in that event shall assess a time-out to the team responsible for the delay in play.

Rule #3: Overtimes

- ❖ In the regular season, there will be no overtime games, and so, ties can occur
- ❖ In the event of a tie at the end of the second half (Men's Tournament) for the Wild Card game and the Playoffs, an overtime period of two minutes shall be played
- ❖ Each team is permitted to take one 20-second timeout per overtime period.
- ❖ Clock stops for every dead ball/whistle after one minute of the overtime.

Rule #4: Late Penalty

- ❖ A team shall be allowed to commence and play a game with four players if a fifth is not available, but cannot start or play a game with 3 players.
- ❖ Late Penalty → Teams unable to produce at least four players on court by the referee's whistle at the start of the game will be penalized two free throws every thirty seconds. Officials will start the clock under the discretion of the tournament committee or court manager. The clock will not be restarted after the late team produces four players.

Rule #5: Substitutions

- ❖ Substitutions may be made following whistles in accordance with NCAA Rules but only after the substitute has sought permission to enter the game and has been "waived in" by an official.

Rule #6: Game Ball

- ❖ The game ball must be inbounded within 5 seconds after receiving it from the referees.

Rule #7: Officials and Protests

- ❖ The officials have authority and control over all aspects of the game, as defined by the NCAA Rules. Officials' decisions are final, even if made in error, and cannot be contested.
- ❖ Officials have the discretion to stop the game clock at any time or run the clock.

Rule #8: Time-Outs, Forfeits, Called Games, and Violations

- ❖ Teams will be assessed a technical foul (1 shot and loss of possession) if an illegal time out is called.
- ❖ Time-outs not used do not carry over to the next half or overtime.
- ❖ Forfeit time is 5 minutes after scheduled game time
 - If a team forfeits, the other team will win and get 5 points.

- ❖ If a team is winning by 30 or more points with 5 or less minutes remaining in the second half, the losing team has the right to have the game called for the winning team and end the game
- ❖ Three Second Violations:
 - If an offensive player has both feet in the paint for three (3) seconds, a violation will be called.
 - A 3-Second violation will be called on any offensive player in 3-second lane for more than the allotted time.

Rule #9: Fouls and Free Throws (Men's Tournament)

❖ TEAM FOULS

- Fouls of any kind assessed to any member of the team will be counted as team fouls.
- From the 7th team foul in a half, it will be a 1-and-1 situation for the opposing team player that was fouled.
- From the 10th team foul onwards in a half, the opposing team shoots 2 free throws for the opposing team player that was fouled.
- Teams will be assessed a technical foul (1 shot and loss of possession) if an illegal time out is called.
- In the event of overtime, team fouls will NOT reset, the total will carry over from the end of the second half.

❖ PLAYER FOULS

- Players have 6 personal fouls
- A player will be disqualified upon committing his sixth foul of any type (including technical fouls), or his second technical foul.
- Players have 2 technical fouls; technical fouls are counted as both personal fouls and technical fouls.
- A technical foul on any team personnel (player, coach, bench, etc.) results in the opposing team receiving one free throw.
- Players have 2 flagrant fouls; flagrant fouls are counted as both personal fouls and flagrant fouls.
- Any flagrant, unsportsmanlike foul shall result in two free throws for the opposite team, and loss of possession.
- A second flagrant foul by the same player will result in automatic ejection, two free throws for the opposite team and a loss of possession.
- If in the unfortunate event of a team player that is fouled is not able to shoot the ensuing foul shots; any of his teammates may shoot them in his place
- A player may use no more than ten seconds to shoot free throws.
- Any shot made behind the three-point arch results in three points for that player's team; therefore, if a player is fouled in the act of shooting a three-pointer, such player is given the opportunity to shoot three free throws if the shot is missed. If the fouled player makes the three pointer, then the player only receives one free throw.
- If an offensive player is fouled in the act of shooting and he makes the shot, the basket is counted, and the offensive player receives 1 free throw. If the player doesn't make the initial shot, then he receives 2 free throws.
- Only one person without the team jersey can be at the team bench during a game. For any such aforementioned infraction to this rule, the referee can assess a technical foul.

MEN'S TOURNAMENT FORMAT

Tournament Format - (18 Teams)

- There will be six brackets for this year's tournament.
- Teams will be placed in a three-team bracket.
 - Every team in each bracket will play each other.
 - Each team is guaranteed 2 games within the bracket and 3 games in the entire tournament (see playoff format).
- Brackets and games will be determined at the captains' meeting prior to the tournament date.
- The primary mode of determining ranking after the regular season is via win-tie-loss record
- In case of a tie with records, tiebreakers will be applied in the following order to determine the advancing teams for playoffs from each bracket. (NOTE: TEAMS THAT FORFEIT OR GET EJECTED WILL LOSE ALL TIE-BREAKERS HERE AND THE REMAINING TWO TEAMS WILL ADVANCE)
 - Point differential among the tied teams
 - Note - The point differential counted towards the winning team for any 1 game will be capped at +30 (e.g - if a team wins a game 75-25, their point differential for that game is +30 and not +50)
 - Least points allowed per team in their respective brackets can be used if necessary
 - Most points scored per team in their respective brackets can be used if necessary
 - If two teams are tied after the aforementioned methods, the team with the higher initial ranking that was determined at the captain's meeting prior to the tournament will be the team that gets the higher seed
- Schedules for the upcoming rounds will be posted at the tournament location at the end of the season game round.

Playoff Format

- After the regular season, all 18 teams will be re-ranked based on the following criteria in descending order of importance
 - Overall win/tie/loss record
 - Point differential among the tied teams
 - Least points allowed per team can be used if necessary.
 - Most points scored per team can be used if necessary.
 - * Initial ranking of the teams (determined at captain's meeting prior to tournament)
- The top 14 teams automatically advance to the playoffs
- Teams ranked 15-18 will play a wild-card game to determine the 15th and 16th seed
 - 15th seed vs 18th seed - winner gets 15th seed
 - 16th seed vs 17th seed - winner gets 16th seed

Game Format

- **Shot clocks will not be used in this tournament.**
- **Regular Season and Wild Card:** Two 10-minute halves, where clocks will be running except for the last 1 minute of the second half. During the last 1 minute of the second half, the clock will stop at each whistle. Half time will be 1 minute. Each team is permitted 2 twenty-second timeouts per half.
 - Regular season games will not have overtime, so tie games are possible
 - Wild card games will have overtimes in order to determine the 15th and 16th seed
- **First Round (FR) of Playoffs and Quarter Finals(QF):** Two 10-minute halves, where clocks will be running with the exception of the last 2 minutes of the second half. During the last 2 minutes of the second half, the clock will stop at each whistle. Half time will be 2 minutes. Each team is permitted to take 2 twenty-second time outs and one full (1 minute) timeout per half.

- FR

- Game 1 - Seed 1 v Seed 16
- Game 2 - Seed 2 v Seed 15
- Game 3 - Seed 3 v Seed 14
- Game 4 - Seed 4 v Seed 13
- Game 5 - Seed 5 v Seed 12
- Game 6 - Seed 6 v Seed 11
- Game 7 - Seed 7 v Seed 10
- Game 8 - Seed 8 v Seed 9

- QF

- Game 1 = Winner of FR game 1 v Winner of FR Game 8
- Game 2 = Winner of FR game 2 v Winner of FR Game 7
- Game 3 = Winner of FR game 3 v Winner of FR game 6
- Game 4 = Winner of FR game 4 v Winner of FR game 5

- ***Semi-Finals (SF):*** Two 10-minute halves, where clocks will be running except for the last 2 minutes of the second half. During the last 2 minutes of the second half, the clock will stop at each whistle. Half time will be 2 minutes. Each team is permitted to take 2 twenty-second time outs and one full (1 minute) timeout per half.
 - SF Game 1 = (Winner of QF Game 1) will play (Winner of QF Game 4)
 - SF Game 2 = (Winner of QF Game 2) will play (Winner of QF Game 3)
- ***Finals:*** Two 10-minute halves, where clocks will be running except for the last 2 minutes of the second half. During the last 2 minutes of the second half, the clock will stop at each whistle. Half-time will be 3 minutes. Each team is permitted to take 2 twenty-second time outs and one full (1 minute) timeout per half
 - (Winner of SF Game 1) will play (Winner of SF Game 2)