

Kulture League Summer Klassic

TOURNAMENT RULES & REGULATIONS

General

1. The tournament Rules & Regulations **MUST** be read and understood by each and every player **BEFORE** the tournament begins.
2. In addition to these Rules & Regulations, the **Nova Scotia Basketball Association-sanctioned officials will enforce most standard FIBA rules**. All games will be played under official FIBA rules, unless explicitly modified by Kulture League (see [official FIBA rules](#)).
3. **Format** - The tournament will be broken into two sections: **Round Robin and Playoffs**. Games are played Saturday August 9th 2025.
 - The point system to determine team standings is as follows:
 - **Win = 3 points, Tie = 1 point, Loss or Forfeit* = 0 points**
 - **If a team is tied from the above, we will proceed to determine rankings from statistics in order as follows: head-to-head result, point differential, Total Points Scored (PF).**
4. **Grievances** – Kulture League makes all final decisions concerning all grievances, i.e., protests, eligibility, etc.
5. **Absences** - players may not miss more than 1 game in the round robin to be eligible to play in the playoffs unless due to injury.

In-game Rules & Regulations

1. **Forfeits*** – Any team that does not have a **minimum of 5 registered players ready to play 10 minutes** after the scheduled start time of their game, **shall automatically forfeit the game**. An automatic forfeit results in the game ending with a score of 20-0 in favour of the team with enough players.
 - If a team starts with 5 players present but one becomes injured during the game or gets ejected, the team may continue the game until no eligible players remain.
2. **Duration of Games** – All games are scheduled to run for two (2) twelve-minute halves with a 3-minute halftime.
 - **Running Time** – All games will be subject to running time.
 1. The clock may only be stopped by an official should there be a major injury that prevents injured player(s) from completing the game.
 - 2. **Exceptions:**
 1. **Last 2 minutes of the last quarter if the score is within 15 points.**
 2. **A time out is called.**
3. **Each game will start with a jump ball at centre court**. Each possession thereafter will be alternated. The scorekeeper(s) and officials will keep track of the possession arrow.
4. **Time-outs** – Each team will have a right to **two 60-second time-outs in the first half and 3 in the second half**. If all 3 aren't used in the second half by the last 2 minutes of the game the team will lose one time-out.
5. **Full Court Defense** – Full-court defense is permitted in all games at any time.
6. **A player who commits five personal fouls** over the course of the entire game, fouls out and **is disqualified for the remainder of the game**.

7. **Penalty Foul Shots** – A player will receive **two bonus foul shots when they are fouled after the offending team has accumulated 7 fouls in a half**. Team fouls and the bonus penalty situation reset at the start of the next half, and first overtime period.
8. **Substitutions** – Players wishing to substitute a teammate must wait until a “dead ball situation” to step on/leave the court. There is no limit on the number of substitutions a team can make during a game.
9. **Extra Periods** – If a game is tied after regulation play in round robin, an overtime period of 3 minutes will be played. If the game remains tied, a second overtime period of 3 minutes will be played. If The game remains tied after the second overtime period, then a tie will be recorded, and overall point differential will be used to break ties in the standings. In playoffs we will continue with 3 minute overtime periods until it results in a winner.
10. **Protests:** Referee’s in-game calls are **FINAL**. Arguing with and disrespectful behaviour towards Referees will not be tolerated. Players may ask questions to understand the reasoning for a call but arguing and attempts to persuade a Referee to change a call are unacceptable and can subject a player to receiving a technical foul.

Player Conduct

1. **Players are to cooperate with the ushers** who will be guiding teams on and off the courts following the end of each game.
2. **Only players are allowed in bench area. THERE ARE NO COACHES**
3. **Unsportsmanlike Fouls include:** contact that neutralizes an opponent’s obvious position of advantage; contact away from the ball with an opponent who is clearly not engaged in play; and excessive and unreasonable contact with an opponent while engaged in play. A foul can only be declared intentional at the discretion of an official and will result in the fouled player being awarded two free throws and their team will gain possession of the ball.
4. **Unsportsmanlike Conduct will not be tolerated.** Team captains are the voice of their team and are responsible for maintaining their team’s conduct. At the discretion of the officials and/or the tournament lead (as applicable), the following behaviour by a player on the court, on the bench, or on the sidelines, will result in a technical foul and/or may form the basis for an ejection from the game/tournament:
 1. Use of profanities directed at the officials, organizers, opposing players, volunteers, or at the spectators.
 2. Insulting the officials, organizers, opposing players, scorekeepers, or spectators.
 3. Participating in a physical altercation (automatic ejection from the game and/or the tournament).Other unsportsmanlike behaviour may also warrant a technical foul. All such fouls will result in the aggrieved team being awarded two free throws and possession of the ball.
4. **The role of team captain:** Each team must assign a designated captain who acts as the team’s liaison with officials and a secondary captain. The captain assumes the responsibilities typically held by a coach, including maintaining player behaviour. Referees will communicate with captains regarding disciplinary issues and game conduct.
 - In the absence of coaches, captains will be subject to a combination rule similar to coaching standards; a team captain may be ejected if they receive:
 - 2 direct technical fouls
 - 3 team/bench-related technical fouls

- Or a combination of 1 direct + 2 bench-related technical fouls

Miscellaneous

1. **Food & Liquids** – Teams will only be allowed to have water on the sidelines. Other liquids and food are not permitted on the court.
2. **Jewellery** – For the safety of all players, jewellery is not permitted on the court including but not limited to necklaces, bracelets, earrings, nose rings, and rings are not permitted on the court. Please remove these items during play. Covering up jewellery with tape will NOT be allowed as written in FIBA rules.
3. **Nails** – For the safety of all players, long nails are not permitted. Please trim your nails.
4. **Ensure that you leave the gym in the condition you found it**, cleaning up after yourself and taking all personal belongings with you. The league will not be responsible for lost items; left behind items will not be collected or kept in a league lost and found.

By participating in the 2025 Kulture League Summer Klassic, players agree to abide by all rules and conduct policies listed above. Failure to comply may result in removal from the event.

Rules are subject to change by Kulture League