



2026 CALIFORNIA STATE GAMES **Basketball Tournament Rules**

All games are played using CIF High School Rules. Expectations and rules of note include:

GAME PLAY:

20-minute halves. Running time in 1st half. Running clock for first 18 minutes of 2nd half. Stop clock for last 2 minutes of 2nd half unless point spread is 15 points or more.

Basketballs will be supplied by CSG and will be used for ALL games.

13u Boys & above will use 29.5 regulation men's ball, 11u & under Boys & all Girls will use 28.5 regulation balls.

FOULS:

Double Bonus at 5 fouls.

A player fouls out on 5th personal foul (team has 20 seconds to replace the player).

Any Technical Foul is 2 shots + possession of ball at half court.

Free Throws on Release, not on rim contact.

TIME OUTS:

Each team is allowed 2 timeouts per regulation half (no carryover)

Each team is allowed 1 Time Out per overtime period.

OVERTIME:

An Overtime period will consist of 2 minutes (1 minute run time, 1 minute stop time).

If the game goes into a 3rd Overtime period, Sudden Death will be enforced (first team to score in 3rd overtime period wins).

JERSEYS:

HOME TEAM – The top/left team on the schedule shall be the home team and shall wear white or light-colored jersey. Home team shall sit on the scorekeepers left.

VISITING TEAM – shall wear dark jerseys and sit on the scorekeepers' right.

ADDITIONAL RULES:

- There will be only one (1) head coach standing or sitting (all other coaches will be seated). No more than two (2) coaches per team will be permitted on the bench.
- Teams will receive a + or – after each game based on the game's point differential. The max +/- is 15. Any forfeited games will be scored 15-0, resulting in +15 to the winning team and -15 to the forfeiting team.
- 10 seconds to advance ball across half-court line (boys & girls)
- 5 seconds closely guarded & held (boys & girls)
- Players may not participate wearing jewelry or hats (girls – no metal in hair. i.e. bobby pins). Medical bracelets and necklaces are allowed.
- Unsportsmanlike behavior will not be tolerated – players, coaches and parents can be removed from the facility and future games.
- **ANY COACH OR PLAYER WHO IS EJECTED FROM A GAME WILL BE FORCED TO SIT OUT THEIR NEXT GAME. NO EXCEPTIONS.**

POOL PLAY TIEBREAKER

1. In any situation where two (2) teams are tied, head-to-head competition will determine the winner. In the event that the two teams have not played each other, point differentials will determine winner. If tied, coin flip.
2. In a 3-way tie:
 - a. if one team has played and beat both other teams, they will advance. After one team has been removed from the tiebreaker, tiebreaker reverts back to first step of tiebreaker formula with two teams.
 - b. If (a.) does not apply, a point differential tiebreaker will be applied. Head-to-Head does NOT matter in this scenario. The point differentials for each team will be totaled using ALL tournament games played. Teams are then ranked according to the sum of the point differential – with the highest number placing first, the second highest placing second, and so on.
 - c. If three (3) teams are still tied after point differentials are totaled, a three-way coin flip will decide the teams moving on. (each team flips a coin, odd coin out)
 - d. If two (2) teams are still tied after point differentials are totaled, then Head-to-Head (Tiebreaker #1) will apply. If the teams did not play against each other, coin flip will decide who moves on.



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Roster & Protest Rules

ROSTERS & PLAYER ELIGIBILITY:

Age is based on August 31, 2026. Age determines division eligibility, not grade.

*Up to three (3) Age-Exception Players are allowed per team ONLY IF the proper paperwork is turned in and approved (Birth Certificate, Report Card/School I.D. & Age Exception Form). All 3 forms are needed in order to be approved & **coach MUST keep extra copy on hand for ALL games. All Age-Exception documents must be submitted to the California State Games for approval by July 16, 2026.**

- Teams are allowed to add to rosters prior to tournament check-in as long as all necessary paperwork has been approved. Players may not be added to roster after they have officially checked-in unless Tournament Director decides that it is fair to do so.
- Players may compete on two (2) teams ONLY if the 2nd team is at least one age division higher than their current age AND if that team is within the same organization. Age exception players are NOT allowed to play on multiple teams as that would be considered “playing down”. Players cannot play on two (2) teams within the same age group, for example 12U D1 & D2. Schedules will not be accommodated for players on 2 different teams.
- Any exceptions to these rules MUST be in writing from one of the following:
 - Tournament Director, Shane Masek
 - Tournament Coordinator, Mark Maynard
 - California State Games Manager, Corrie SamaniegoIf you do not have written proof, then the player is NOT approved.

PROTESTS & PENALTIES:

No protests shall be made on the playing rules. Otherwise, protests must be submitted in writing and handed directly to the On-Site Tournament Director. A protest fee of \$50 will be implemented.

1. Tournament Director's ruling will be FINAL.
2. For all protests, the burden of proof will lie on the Challenged Team. Challenged Team must show proper documentation for protested players.
 - a. If a protest is made against an individual player's eligibility, the Challenged Team must show the player's Birth Certificate. If the player is an Age-Exception player, the player's report card or school I.D. showing proof of grade must be shown as well.
 - b. If a protest is against a team using players NOT on the official roster, the Challenged Team must provide their official roster and all player documentation. Tournament Director will review the team as needed to determine if an ineligible player is being used.
3. Any roster or player protests must be made prior to the start of a game unless it is obvious that the scenario was unknown until the game had already begun. If a team protests a player or roster AFTER a game was just played, the protest can be ignored if it appears as though the team gained an advantage by not reporting their protest immediately.
4. In all Protest Scenarios, if Tournament Director has proper documentation on file, Tournament Director can choose to show proof of eligibility for the Challenged Team, but Challenged Team should NOT rely on this.

*If a team is found to have broken the Roster or Player Eligibility rules, they will be automatically disqualified from Medal games.

**All games played with illegal players (before protest) will be forfeited.

***Any games played after the protest (if using only approved players) will still count towards standings but will not change the team's medal ineligibility.

Please email info@calstategames.org with any questions or concerns.