



# GAME RULES

- Director on-site will have final say on all rules
- A game will consist of **two 20-minute halves with a running clock**. The clock will stop on all dead balls in the **last minute of the 1<sup>st</sup> half** and the **last two minutes of the 2<sup>nd</sup> half**, unless one of the teams has a 15 point or greater lead, then it's a running clock.
- **Halftime length is 3 minutes. Overtime is 2 minutes.** If the score is still tied, the first team to score in the second overtime is declared the winner.
- A representative from the home team (top team listed on the bracket – light jersey) will be assigned to keep the book and a representative from the visiting team (bottom team on the bracket – dark jersey) will be assigned to keep the clock. **We ask that only adults are allowed at the scorers table. Non-compliance will result in forfeiture of the game.**
- All fouls will be reported to the score table.
- 5–10 minute warm-up between games depending on where we are in regards to our next scheduled game. Minimum of a 2 minutes warmup. Each team is to furnish their own basketballs for warm-up. The game ball will be provided by one of the teams.
- For Fall/Winter tournaments, 2<sup>nd</sup> & 3<sup>rd</sup> grade boys and girls will use a 27.5 basketball and play on a 9ft rim. For Spring/Summer tournaments, 2<sup>nd</sup> grade will play on a 9ft rim and use a 27.5 basketball, while 3<sup>rd</sup> grade will play on a 10ft rim. All other grades will use a 28.5 basketball and play on a 10ft rim, with the exception of 8<sup>th</sup> grade and the top level 7<sup>th</sup> grade division, who will use a men's sized basketball.
- 2<sup>nd</sup> & 3<sup>rd</sup> grade boys and girls will not be able to full court press UNTIL the final minute of each half and the game is within 10 points. This will prevent teams from stalling out each half. Half court traps are allowed for the entirety of the game.
- In bronze level division games (no matter the grade level), teams will not be able to full court press UNTIL the final minute of each half. Half court traps are allowed for the entirety of the game. If both coaches agree to press the entire game, teams are able to do so. Both coaches must agree and OFFICIALS MUST BE NOTIFIED.
- All 2<sup>nd</sup>–4<sup>th</sup> grade teams will shoot free throws from 12ft.
- 10 team fouls = bonus / 7 team fouls = 1 & 1 / Each player gets 5 fouls
- Can only sub on dead balls / Game may start with 4 players
- Two full-time timeouts and one 30-second timeout per game. Each team will have one timeout in overtime so no additional timeouts will carry over. If there is a second overtime, each team will have zero timeouts. A coach/player may call a timeout. If the coach does not signal a 30-second time out, they will be charged with a full.
- A game may start early only if both coaches agree. If a court is running behind, the officials are responsible for getting the game started as soon as possible.
- A team must wear uniforms that match and have the appropriate numbers clearly displayed. Non-compliance = Forfeiture of game.
- Teams may full court press to a 20-point lead. If a team repeatedly plays defense in the backcourt, after a 20-point lead is obtained, the referee's may issue a warning, which could be followed by a team technical if there is further non-compliance.
- Players are only allowed to play on one team per grade level division unless approved by the tournament director prior to the event. Please note that some teams have approval of Director already.
- Must have coach/parent present in order to play the game. If a coach is ejected from the game the assistant coach or a parent must assume coaching responsibilities.
- Any coach, player, or fan that is ejected will be escorted out of the facility and be prohibited from attending the next game. Additional ejections will result in an expulsion from the tournament.
- Expulsions/suspensions from the tournament will be handled by the tournament director.
- Inappropriate behavior that does not result in ejection from a game but is brought to the attention of the Tournament Director will be dealt with on an individual basis -suspension/ejection is possible.
- Each team will be required to pay their entry fee before their first game. NO EXCEPTIONS!
- **Coach Conduct:** It is critical that coaches realize that they are responsible for the behavior and conduct of themselves, their assistant coaches, their team members, and their fans / parents. No more than three coaches are allowed on the bench (this includes a score/stat keeper, who will be counted as a coach). ONLY the head coach can make comments to the referees or helpers at the scorer's table. If the assistant coach(s) do not comply, the referee is instructed to call a technical foul on the bench. It is your responsibility as a coach to set a positive example for the young men and women of your teams. Even though we have worked to assign highly qualified officials for each game played there will be mistakes and we encourage you to act with class and be a role model for the young people that are playing and watching the game. We recognize that these games may get quite competitive and some calls always seem to go the other way, but in spite of this, we expect proper etiquette and display of sportsmanship from coaches, parents, and fans. The referees will be given full license to eject coaches and fans who exhibit improper or inappropriate behavior.