

2017 STILLWATER TOURNAMENT PLAYING RULES

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Except where modified, National Federation of State High School Associations rules shall govern play.

1) **Timing Factors:**

- Game Length:** Games will consist of two 20-minute **running time halves, with the last two minutes of each half being stop.** In the event that games fall too far behind schedule, we reserve the right to eliminate the 2:00 minute stop time at the end of the first and second halves.
- Half Time:** 3 minutes half time
- Time Outs:** Each team is awarded **3 one-minute time outs per game, with one additional time out for each overtime period.** Unused time outs do not carry over to the overtime period(s).
- Overtime Period(s):** **The first overtime period will be two minute stop time. The second overtime period (if necessary) will be sudden death - first team who scores a point wins.**
- Warm-up Time:** A minimum of three minutes will be allowed for warming up.
- Running Time:** **IF at any time in the second half a team is ahead by 20 points or more, the remainder of the game will be played under running time. Should the deficit be cut to 10 points or less, the game will resume to stop-time for the last two minutes of the second half.** After a timeout, the clock will start when the ball is touched by any player who is inbounds.

Pressing:

- **4th grade** - Person-to-person defense in 4th grade only - **no zone.** No pressing
 - **5th through 8th** have no restrictions on full and half court defenses except that teams may **NOT** use a full-court press if they are ahead of their opponent by **15** or more points. After the first warning, the penalty for each violation of this rule will be a technical foul.
- 2) **The home team is determined by the team on the right of pool play or bottom on bracket play.** The **home team** has choice of Jersey color. (The home team is responsible for providing an official scorer for the game **IF** no scorer is present. The official scorer must sit at the scorer's table and must use the official score sheet provided for the game.)
- 3) Teams must have five players to start a game. Because of the format, we are operating on a very tight time schedule. Therefore, **game time is forfeit time.** The Stillwater Site Supervisor will make the final decision on game forfeitures. The Site Supervisor will assess each individual situation on its own merit prior to declaring a forfeit.
- 4) Three-point line will be used in all grades.
- 5) **For 4th grade and 5th Silver/Bronze divisions,** free throw shooters have to shoot behind the line, but their forward momentum may carry them past the free throw line. There will be no violation unless they start over the line.
- 6) Unsportsmanlike conduct by players, coaches, parents or fans will not be tolerated and will be penalized accordingly.
- 7) Bonus shots will be awarded on the seventh team foul and the double bonus will be shot on the tenth team foul per half. **Technical fouls will be awarded 2 points and the ball, no free throws.**
- 8) Any circumstance not covered in the above rules will be decided by the site coordinator

EQUIPMENT AND GAME ADMINISTRATION

Incident Weather

If hazardous weather conditions exist, please visit www.ponygb.com for any weather related messages. If your game is not canceled and you do not show up for your scheduled game, you will incur a forfeit.

Players

Players must be enrolled in the grade in which they are participating. However, it is permissible to play up. For example, a 7th grader may play on an 8th grade team, but an 8th grader may not play on a 7th grade team.

Team Composition

Teams must be comprised by a bona fide traveling or in-house basketball association or school. No All-Star and renegade teams will be permitted to play.

Team Rosters

The team lineup is entered at the official scorer's table at each game

Uniforms

Jersey tops must be of similar color and it is recommended that they are numbered on the front **and** back

Equipment

Stillwater has adopted the rules and regulations of the National Federation of High Schools Basketball (NFHSB) that pertain to legal and illegal equipment. Some of the more common issues relate to earrings, casts, headbands, wrist bands and various medical devices.

First Aid

Each team is required to provide their own first aid supplies, water bottles, tape, etc. Stillwater will provide an on-site trainer.

Ejection Policy

Any coach, player or spectator ejected from a contest will be disqualified from participation **in that game and the next game**. They will be allowed to participate after their disqualification has expired. However, if the ejection was due to "flagrant unsportsmanlike conduct" they will be **disqualified for the remainder of the event**. Examples of "flagrant unsportsmanlike conduct" include but are not limited to cheating, fighting, repeated abuse of the officials, threats to the officials, use of profane language, etc.

Forfeit Policy

Please show up for your games!

Stillwater Refund Policy

- Teams dropping out of an event after the entry deadline will NOT receive a refund.
- If an event should have to be cancelled due to unforeseen circumstances (i.e. weather, loss of electricity, etc.) a prorated portion of your entry fee will be returned based on the number of games played.
- If an event is cancelled, with no games played, due to any of the above reasons, teams will receive 100% refund.

Awards

Awards for the 4 team pool play are 1st and 2nd

Awards for the 6 team pool play are 1st, 2nd and 3rd

Awards for the 8 team bracket format are 1st, 2nd, 3rd and consolation

Awards are limited to 10 players