



Tournament Rules

All Sanford Youth Tournaments will follow National Federation High Rules with the following exceptions:

- The scheduled game time is forfeit time. Games will not start more than 5 minutes prior to the scheduled start time with the exception of the last scheduled game of the day which can begin earlier if both teams and a coach are present.
- 7th & 8th Grade: 2 – 14 minute halves with clock stopping on all whistles.
- 4th – 6th Grade: 2 – 12 minute halves with clock stopping on all whistles.
- The clock will run continuously if a team has a 20+ point lead in the 2nd half. The clock will continue to run until the lead is below 15 points.
- The first two overtime periods will be 1 minute in length with the clock stopping on all whistles. A 30 second break will be used between each overtime period. The 3rd overtime period will be sudden death.
- 3 full team timeouts per game no carry over to overtime. No timeouts carry over to overtime and no additional timeouts are granted.
- 3 minute halftime intermission
- A minimum of 5 minutes warm-up time between games.
- Any type of half court defense may be played in all Divisions regardless of score.
- A team may press up to a 20 point lead in all Divisions.
- A certified trainer will be available in the training room located by Court 8
- **Only 2 coaches or non-athlete personnel allowed on bench per team.**

Each Team Must Provide:

- Their own uniforms with numbers clearly marked.
- Players may only compete on only one team and in only one age division.
- **Each team must provide a clock operator or score keeper for each game played.**

Code of Conduct

The Tournament will strive to provide a competitive and quality atmosphere for players, coaches, parents and fans. A code of conduct will be enforced by our officials, site supervisors and tournament director(s). Unsporting conduct by players, coaches, parents or fans will not be tolerated. **Any player, coach, parent or fan who is ejected from any game will be asked to leave the premises and will not be allowed re-entry into the tournament for the duration of the tournament.** Any player or coach who receives two direct technical fouls in a game will be disqualified from the game and will be suspended for the duration of the tournament.

Pool Play Tie Breaker

1. Head to Head
2. Point differential with a 15 point maximum per game