



# Winter City Showdown

## Tournament Playing Rules

National Federation of High School Associations rules will apply to the tournament, with the following modifications.

### I. Scorekeeper Policy

- a. Each team must provide a scorekeeper. One person is responsible for operating the score clock while the other will fill out the official score sheet.
- b. These individuals must be adults and they must act in a professional manner. Please remain neutral and respectful.
- c. **Home Team:** Will be listed on top in a bracket play game or second in a pool play game, and their scorekeeper is responsible for operating the score clock. The **HOME** team has their choice of uniform color.
- d. **Visiting Team:** Will be listed on the bottom in a bracket play game or first in a pool play game, and their scorekeeper is responsible for filling out the official scoresheet.

### II. Timing Factors

- a. All games will consist of two **14-minute, stop-time halves**.
- b. Halftime will be three minutes.
- c. **NOTE:** The Tournament Director has the authority to adjust the length of the halftime if necessary.
- d. Time outs are limited to **three 60-second time outs per team per game**.
- e. **Overtime** Periods:
  - i. There will be a 60-second intermission between overtime periods.
  - ii. Each team will be awarded one time out for each overtime period with no carryover of unused timeouts.
  - iii. The 1st overtime period will be two-minutes, stop-time. The 2nd overtime period (if necessary) will be played until the tie is broken (sudden death) with at least two points scored.
- f. **Running Time:** If a team is ahead by 20+ points at any time within the last seven minutes or less in the second half, the timing will revert to running time. After a time out, the clock will start when the ball is touched by any player inbounds. Should the deficit be cut to 10 points or less, the game will resume to stop-time.
- g. **Grace Period:** Each team will be given a 10-minute grace period for their **first** game of the tournament. After a team's first game, game time is start time.

### III. EQUIPMENT

- a. Game balls for 4th grade will be a youth 27.5 basketball. Game balls for 5th-6th grade will be women's 28.5 basketball. Game balls for 7th-8th grade will be a regulation men's basketball.
- b. Teams are encouraged to have matching and properly numbered uniforms. Please bring two colors of jerseys, if possible. The **HOME** team has their choice of uniform color.
- c. EBA will have medical staff on site. However, teams should carry their own first-aid supplies.
- d. All jewelry must be removed prior to stepping on the courts.

#### IV. Playing Rules

- a. **Free Throws:** Bonus shots will be awarded on the seventh team foul and double bonus on the tenth team foul each half. In the event of overtime, fouls from second half carry over into overtime.
- b. **Technical/Flagrant/Intentional/Fouls:** Two points and the ball will be awarded to the opposing team (do *not* shoot the free throws).
- c. Defense/Pressing:

Grades	Half-Court Defense	Full-Court Defense
4	Person-to-Person Only	Not Allowed*
5	Person-to-Person Only	Person-to-Person Only
6-8	No Restrictions	No Restrictions

- i. **Exception:** Teams may **NOT** use a full-court press if they are ahead of their opponent by 20+ points.
- ii. **Penalty:** After the first warning, each subsequent violation of this rule will be a technical foul.
- iii. **4<sup>th</sup> Grade Backcourt Policy** *This policy is in place to prevent the team that is winning the game from using timeouts to run out the clock in the backcourt.*
  - Applies to the second half when there is less than 30 seconds left.
  - Timeouts called in the backcourt with 30 seconds or less left in the second half will **not** reset the 10 second count.
- iv. **4<sup>th</sup> Grade - Help Defense is encouraged**
  - On defense, a team may switch on screens and take on the new offensive player as their primary defensive responsibility.
  - Helping in the lane is allowed. If an offensive player enters the lane, the defensive player may help create a double team but only in the lane.
  - Each defensive player must have a primary offensive player responsibility. For example, a player may not just play defense in the lane.
  - Defensive players will not be required to guard offensive players everywhere on the court.  
*Example:* If the offensive team lines up all players outside the 3-point line, the defense is not required to guard them there. For example, if the offensive team lines up 4 players at half court and then sets up an ISO with one offensive player driving the lane, the defensive team would be able to have all defensive players inside the 3-point line.
  - Sagging on defense is allowed. If the ball is on the opposite side of the court, the defending player will be allowed to “sag” off their responsibility within reason.
  - **Penalty:** After the first warning, the penalty for each subsequent violation of this rule will be a technical foul.

#### V. Ejection Policy:

Any player, coach, or spectator who has been ejected from a contest is declared to be ineligible for the remainder of that contest **and** the next scheduled contest. Any player, coach, or spectator ejected for flagrant unsportsmanlike conduct will be ejected for the remainder of the entire competition and may be subject to additional disciplinary action. Some examples of “flagrant unsportsmanlike conduct” include, but are not limited to fighting, repeated verbal abuse, intentional actions that inflict or intend to inflict bodily harm, cheating (such as use of a declared ineligible player or coach), repeated use of profane language, etc.