

## Hopkins Royal Rumble 2021 TOURNAMENT RULES

Rules will be according to the current basketball rulebook governed by the National Federation of State High School Associations—with the following additions and exceptions:

- 1) HOME/VISITOR: The **Home team** is the FIRST team listed on the pool or bracket schedule. The home team is responsible for providing an official scorer for the game. The official scorer must sit at the scorer's table and must use the official score sheet provided for the game. The **Visiting team** will provide the game ball and will wear alternate colored uniforms if required.
- 2) Volunteers: Both **Home team** and **Visiting teams** must supply a person to run the scoreboard and the official scorebook
- 3) PLAYERS: A team must have at least 5 players to start a game. Teams (with a minimum of 5 players) not on the floor within 5 minutes after scheduled starting time will forfeit.
- 4) THREE POINTERS: The 3-point shot rule will apply at all grade levels whenever the playing floor is so marked.
- 5) GAME TIME: All games will be 18 minutes run time halves. Stop time only in the last 2 minutes of the second half. If a 20-point lead is attained in the final 10 minutes of the second half, the game clock will be running time except for time-outs and free throws. Stop time will be reinstated if the lead goes to 10 points or below. Running time will be enforced in both bracket and pool play.
- 6) WARM UP/HALF TIME: Half-time will be 2 minutes. Warm-up time will be 3-5 minutes as time allows. The tournament reserves the right to alter game times, half-time, and warm-up time as needed to keep on schedule. The tournament strongly encourages teams to arrive 20-30 minutes early, as games may start early.
- 7) OVERTIME:
  - a. POOL Play : NO OVERTIME IN POOL PLAY. GAMES CAN END IN A TIE DURING POOL PLAY. TROPHY GAMES will revert to Overtime rules below
  - b. Brackets and POOL trophy games: If the game is tied at the end of the second half, a 2-minute (stop time) overtime period will be played. If still tied after the 2-minute overtime period, a "sudden victory" will apply with the first score after the jump ball
- 8) TIE BREAKER: Pool Play Tie Breaker:
  - a. In any situation where two teams are tied, head-to-head competition between the teams shall determine the winner.
  - b. **THREE OR MORE TEAMS TIED**  
  
**Step One:**
    - c. If more than two teams are tied, a point differential tie breaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential and the team with the highest ranking is determined the pool play winner. (Regardless of actual game scores, 15 points is the maximum plus or minus total that will be factored into the point differential calculation.) **NOTE: Once the pool winner has been determined via the point differential, the tie between the remaining two teams shall be broken based on head-to-head competition.**
    - d. **Step Two:**
      - e. If more than two teams are still tied after the application of Step One, the point differentials of the teams not involved in the tie are added and the results recalculated.

f. **Step Three:**

- g. If more than two teams are still tied after the application of Step Two, a three-way flip of the coin shall break the tie, with the odd team being declared the pool winner. The tie between the two remaining teams shall be broken based on the results of their head-to-head competition.

**SPECIAL NOTE: All forfeits are scored 15-0.**

- 9) **BONUS:** Bonus free throws to be shot on the 7th team foul of each half. Starting with the 10th team foul of each half, 2 free throws are awarded.

10) **TIMEOUTS:**

- Three (3) timeouts per game.
- 1<sup>st</sup> Overtime - (1) 1-minute timeout
- 2<sup>nd</sup> Overtime – (1) 1-minute timeout
- Note: Timeouts do not carry over to any of the overtimes

11) **DEFENSE/ PRESSING**

- Full court pressing is allowed for 4th grade during the last two minutes of each half. Man-to-man defense must be used once teams cross half court. No zone defenses or traps are not allowed. First offense – a warning will be issued; second offense – technical foul. Although switching on screens and help defense in the lane area are allowed.
- No zone defense within the defending 3 point arch for teams in the 5th grade. Double teaming and help defense is allowed. First offense – a warning will be issued; second offense – technical foul
- Teams in 6th grade and above 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 20 or more points. After the first warning, the penalty for each violation of this rule will be a technical foul.

- 12) **TECHNICAL FOULS:** Technical fouls will be assessed according to the current rules of the National Federation of State High School Associations with the exception that 2 points are automatically awarded (no free throws) and possession of the ball is awarded.

13) **FREE THROWS**

- 12 foot distance for 3<sup>rd</sup> and 4<sup>th</sup> grade

14) **BALL SIZES**

- 3<sup>rd</sup> & 4<sup>th</sup> grade will use a 27.5” sized basketball.
- 5<sup>th</sup> & 6 will use a 28.5” sized basketball.
- 7<sup>th</sup> & older will use 29.5” sized basketballs

- 15) **EJECTIONS:** Ejection Policy. Any coach, player or spectator ejected from a contest will be disqualified from participation in that game and the next game.

- 16) **PROTESTS:** No protests will be considered. All decisions will be made by the officials on the floor.