

Tournament Rules

National Federation of High School Basketball Rules Book will be followed except as noted below:

Score Keeping

- Home team must provide a parent as the official score keeper if needed.
- Coaches must present lineups to the scorer's table 5 minutes before the scheduled start of their game.
- Three point baskets are allowed for all grades.
- Forfeits will result in a 2-0 score.
- Tie-Breaker System used is as follows:
 - Head-to-head competition
 - Least amount of points scored against in pool play.
 - .Coin Toss

Time Management

- For grades 4-8, there will be two 14-minute halves.
- Half-time will be 3 minutes.
- Timeouts will be 1 minute.
 - Each team is allowed 3 timeouts per game
 - Timeouts do not carry over into overtime.
- A minimum of 5 minutes is allowed for warm up. However, if games are running behind schedule, referees and/or tournament officials may alter the warm up time accordingly.
- Any team not present and ready to play within 10 minutes of the designated start time will forfeit that game.
- A team must have 5 players on the floor to start the game but may finish the game with less than 5.
- Games may run ahead of schedule. You will be required to start 5 minutes from the end of the previous game but may start up to 30 min early.
- Stop time will be used the entire 1st & 2nd half. Except:
 - If the score goes above a 20 point differential, during the 2nd half, we switch to running time when there are 7 minutes remaining in 2nd half.
 - If during the last 7 minutes in the 2nd half, the score differential falls below 15 points, we go back to stop time.

OVERTIME

- Overtime will start with a jump ball.
- The 1st overtime is 2 minutes.
- Each team is allowed 1 timeout in 1st overtime.
- 2nd overtime is sudden death with no timeouts

Free Throws

- 4th grade will be allowed to land on the free throw line but not completely jump past it.
- Bonus free throws will be shot on the 7th foul of each half.
- Double bonus free throws will be shot on the 10th Foul of each half.
- Technical & intentional foul free throws will be Shot.

Pressing & Defensive Play

- No full court presses are allowed by a team that is ahead by more than 20 points.
- No full court press for 4th grade except for the last 2 minutes of the game.
- Man-to-man full court press only at 5th grade.
- No zone defense at 4th & 5th grade level.

Team Conduct

- Referees and/or tournament officials will resolve all disputes as they occur. Decisions are final and not subject to appeal.
- Abuse of referees from coaches, players or fans Will not be tolerated.
- Coaches are responsible for the conduct of their players & fans.
- Coaches, players, or fans exhibiting unsportsman-like conduct may be asked to leave the entire facility by the referees and/or tournament officials. Refusal to leave will result in a forfeit of the game. If the situation persists, the entire team will be removed from the rest of the tournament with no refund due.
- Players or coaches received 2 technical fouls in a game will be ejected from the game and suspended for the next game as well.
 - *Technical foul: 2 shots and ball at midcourt
 - *Intentional foul: 2 shots and ball at the spot of the foul.

NOTE: PLEASE HAVE YOUR TEAMS AT THE GYM EARLY SO WE CAN START GAMES UP TO 30 MINUTES AHEAD OF SCHEDULE.