

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

Required Ball Size

1. Boys and Girls Grade 4: 27.5
2. Boys Grades 5, 6 and Girls Grade 5-8: 28.5
3. Boys Grades 7, 8: 29.5

Score Keeping

4. Away team must provide a parent for the official scorebook. BBA provides the scoreboard/clock manager.
5. Coaches must present lineups to the scorer's table 5 minutes before the scheduled start of their game.
6. Three-point baskets are allowed for all grades.
7. Forfeits will result in a 15-0 score.
8. Tie-Breaker System used is as follows:
 1. Head-to-head competition
 2. Point differential of those teams involved in the tiebreakers, based on head-to-head competition.
 3. The most points a team may receive during any game is a +15 or a -15 differential.
 4. In a three-way tie, first place will be awarded to point differential winner.
 5. Second and third place will be determined by head-to-head competition.

Time Management

9. All grades have (2) 20-minute runtime halves with stop time the last two minutes of each half. Runtime will continue at 2-minute mark if a team is ahead by more than 20 points. If score comes within 10 points during the last 2 minutes, stop time will resume.
Timeouts are stop time.
10. Half time will be 3 minutes.
11. Timeouts will be 45 seconds.
 1. Each team is allowed 3 timeouts per game.
 2. Timeouts do not carry over into overtime.
12. 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.
13. Any team not present and ready to play within 10 minutes of designated start time will forfeit that game.
14. A team must have five players on the floor to start the game, but may finish the game with less than five
15. Games may run ahead of schedule, you will be required to start 10 minutes from the end of the previous game. Please have your team ready at least 30 minutes ahead of your scheduled start time.

Overtime

16. Overtime will start with a jump ball.
17. The first overtime is 1 minute.
18. Each team is allowed one (30 second) timeout per overtime.
19. After the first overtime, sudden-death (first to score) will take place.

Free Throws

20. Bonus free throws will be shot on the 7th foul of each half.
21. Double bonus free throws will be shot on the 10th foul of each half.
22. Technical and intentional foul free throws will be shot.

Pressing & Defensive Play

23. No full court presses are allowed by a team that is ahead by more than 20 points.
24. No full court press for 3rd grade.
25. No full court presses 4th grade except for the last 2 minutes of the game.
26. Man-to-man full court press only, no trapping allowed at 5th grade.
27. No zone defense at 3rd - 5th grade level.

Team Conduct

28. Referees and/or tournament officials will resolve all disputes as they occur. Decisions are final and not subject to appeal.
29. Abuse of referees from coaches, players or fans will not be tolerated.
30. Coaches are responsible for the conduct of their players and fans.
31. Coaches, players or fans exhibiting unsportsmanlike 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.
32. Only scheduled team players are allowed on the court at any time during or between the games, including half time or time outs.
33. Players or coaches receiving two technical fouls in a game will be ejected from the game and suspended for the next game as well.
 1. Technical foul: 2 shots and ball at mid court.
 2. Intentional foul: 2 shots and ball at the spot of the foul.

Teams

34. Coach, please check in 30 minutes prior to first game at designated school.
35. Home team is first team listed on schedule and will wear darker jersey.
36. Visiting team provides adult for official score keeper. This person must be different than team score keeper
37. BBA provides scoreboard and clock manager.