

WATERTOWN MAYER YOUTH BASKETBALL

4TH-5TH GRADE TOURNAMENT RULES & INFO



Game Time

- Two 18 minute run time halves
- Last 2 minutes of each half will be stop time unless there is a 20+ point lead
- Each team will be allowed at least 5 minutes to warm up before the game. 3 minute halftime. If the tournament is running behind schedule, tournament officials may shorten length of timeouts or shorten halftime to get back on schedule.
- Each team will be allowed three 60 second timeouts per game
- If the game is tied at the end of regulation, a two minute, stop time overtime will be played. If the game is still tied after the first overtime, a second, sudden death overtime will be played. First point(s) wins. Each team will be allowed one timeout per overtime period (no carry-overs). All overtime periods will start with a jump ball.

Rosters and Equipment

- Home team is the first team listed (or on top of bracket). Home team should wear their dark uniform, and supply a game ball.
- Each team will need to supply their own warm up basketballs.
- Size 28.5 basketballs will be used for 5th grade. Size 27.5 basketballs will be used for 4th grade.
- Teams must submit their rosters (in numerical order) at least 5 minutes prior to the start of the game.
- Players should have a reversible jersey or a light and dark colored jersey with a number on both sides.
- All jewelry must be removed prior to stepping on the court. No tape allowed.

Game Play

- Minnesota State High School League rules will dictate play during the tournament with the following possible exceptions.
 - No zone defenses allowed (full or half court) – Man to Man only. Help defense is allowed as this is not considered zone defense.
 - Man to Man press is only allowed in the last 2 minutes of each half.
 - Technical fouls will not be shot as free throws. The other team will be awarded two points and possession of the ball.
 - Free throws may be shot from the 12 foot line (however the shooter must stay behind the 12 foot line until the ball hits the rim). There is no violation for crossing the 15 foot (regular free throw line) line at any time.
 - No protests will be allowed. Referees and Tournament Officials will have final word and will settle all disputes.
 - Any player with 5 fouls will be out of the game, no exceptions.

Tie Breakers for Pool Play

- Head to Head
- Point Differential (for 3-4 way ties) (Max 15 points per game)
- Least points allowed
- Coin toss
- Back to Head to Head (after 3-4 way tie is broken)

Player, Coach and Fan Code of Conduct

It is expected that all participants conduct themselves in a manner that brings pride and respect to its team and organization. All coaches, players and fans are expected to follow the rules of good sportsmanship and respect the others participating in this tournament and refereeing

the tournament. Individuals violating this policy will be ejected from the game and/or asked to leave the facility. The referees have the authority to enforce this Code of Conduct with final disciplinary decisions made by the tournament directors.

Miscellaneous Information

- Within a mile of the school, you will find Subway as well as multiple sit down restaurants.
- No running or bouncing basketballs in hallways, please keep a close eye on your kids.
- Locker rooms will NOT be available during the tournament.
- Athletic Trainer will be available on site.

THANK YOU FOR PARTICIPATING IN OUR TOURNAMENT