

STMA Shining Armor Shootout Tournament Rules

(High School basketball rules will be followed except as noted)

Lineups

Each team is responsible to write their line up on the official score sheet prior to the start of the game. If numbers are not entered correctly or a number not entered at all, a technical foul will be issued.

- A player will compete on only one team during the tournament.
- The home team will provide the game ball & wear dark jerseys
- The home team will supply the official scorekeeper (if needed).
- The visiting team will supply a scoreboard operator (if needed).
- STMA teams will always be the home team.
- If STMA is not playing, the home team is the top team listed on the bracket or the first team listed in pool play.

Time Limits

- Please check the brackets on Tourney Machine for game times and court locations.
- A 5 minute warm-up is allowed before the game if the tournament is on schedule.
- Teams should be at their location 20 minutes prior to game time.
- No game will be started more than 15 minutes ahead of the scheduled time.
- Teams will be given a 5 minute grace period if not present at the scheduled game time. Teams that are not ready to play at the end of the grace period, with a minimum of five 5 players, will forfeit the game.
- 4th-8th grade: games will be played with 14 minute stop time halves. Running time will be used if a team leads by 20 points or more with 7 minutes or less remaining in the second half. If the lead drops to 10 points or less, stop time will be reinstated.
- Halftime is 3 minutes unless the tournament is behind schedule
- If the tournament is running behind schedule, tournament officials may use any of the following measures to keep the tournament on schedule: --Shorten pregame warmup time--Shorten the length of timeouts --Shorten halftime --Use running time

Overtime

The first overtime will be two minutes, stopped time. Timeouts cannot be carried over into overtime. One timeout is allowed in overtime. No timeouts are allowed in the second overtime.

If the game is still tied at the end of two minutes, the second overtime will be sudden victory - the first to score wins. Each overtime period will be started with a jump ball.

Timeouts

Each team is allowed three thirty second timeouts per game. Timeouts cannot be carried over into overtime. One timeout is allowed in overtime. No timeouts are allowed in the second overtime.

Technical Fouls

- Technical fouls will result in an automatic two points and possession of the ball. Technical fouls are counted as both individual and team fouls. Two technical fouls to the same individual will result in ejection from the game and the tournament.

Defense

4th & 5th Grade Division

- No zone defenses allowed, no double teaming. (Help defense inside the lane is allowed)
- 4th Grade - No full court press is allowed.
- 5th Grade - full court press is allowed the entire game, must be person to person only.
- Teams must drop back to half-court defense if leading by 20 points. The deficit must drop down to 10 points to resume normal play.

For 6th-8th Grade Division

- All defenses are allowed the entire game.
- Full court press is allowed the entire game.
- Teams must drop back to half-court defense if leading by 20 points. The deficit must drop down to 10 points to resume normal play.

General

- A small-size ball (27.5) will be used for 4th grade. A junior-size ball (28.5) will be used for 5th and 6th grades. Full-sized balls (29.5) will be used for 7th and 8th grades.
- Twelve (12) foot free throw line for 4th graders. Players are not allowed to cross the 12 foot line.
- Awards will be given for 1st, 2nd, & 3rd place.

Sportsmanship & Courtesies

- Referees are not expected to receive abuse from the coaches, players, or spectators. Referees will be strict on calling technical fouls for unsportsmanlike conduct. Coaches are responsible for the conduct of their fans.
- Taunting or trash talking to members of the opposing team or fans will not be tolerated. Any spectator exhibiting unsportsmanlike conduct will be asked to leave the building. If the spectator refuses, the game will be forfeited.
- The Tournament Director or any member of the STMA Youth Basketball Board reserves the right to remove anyone from the tournament premises, or refuse admission to any individual displaying inappropriate behavior.
- No protests will be considered – all disputes will be resolved by the game's referees, official scorekeeper and/or the STMA Youth Basketball Board.
- Coaches should not permit their teams to bounce basketballs in the hallways or gyms prior to or after their game.
- Teams not playing on the court, should refrain from shooting baskets during timeouts and half time. Please clean up all drink bottles and other garbage left on the benches after your games.
- STMA Basketball is not responsible for lost or stolen items. If you have a lost article, please check with the concession stand.