

2025 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 myarsp.com for game times and court locations.
- A 5-minute warm-up is allowed (may be adjusted to keep maintain tournament schedule)
- Teams should be at their location 20 minutes prior to game time.
- No game will be started more than 10 minutes ahead of the scheduled time.
- Teams will be given a 10-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.
- **3rd-5th grade:** Games will be played with **20-minute running time halves** with stop-time the last two minutes of the second half.
- **6th-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 per 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 60 second timeouts per game. Timeouts cannot be carried over into overtime. One timeout is allowed in overtime.

Fouls

- Bonus shots will be awarded on the 7th team foul, double bonus on the 10th team foul each half
- 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 / Pressing

Grades	Half-Court Defense	Full-Court Defense
3-4	Person-to-Person Only	Not Allowed
5	Person-to-Person Only	Person-to-Person Only
6-8	No Restrictions	No Restrictions

- No teams may use a full-court press if they are ahead of their opponent by 20+ points. The lead must drop down to 10 points to resume normal play
 - After the first warning, the penalty for each violation of this rule will be a technical foul.

General

Free Throws and Ball Size:

Grades	Free Throws	Ball Size – Boys
3-4	12 Feet	27.5
5-6	15 Feet	28.5
7-8	15 Feet	29.5

Awards:

- A “Player of the Game” should be selected for each game by the referees or the scoreboard/official book volunteers. Player of the game vouchers are at each score table, redeemable at the concession stand.
- 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 outside the gymse.
- 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.

Tournament Information:

- Brackets, Rules, and Scores can all be found on the myarsp.com website using the QR code below:

