



# RULES

## General Rules:

High School rules apply with the modifications noted below. The Tournament Director is the final arbiter of any dispute. The Tigard Competitive Hoops board of directors reserves the right to eject any team, player, coach, official or spectator from a facility for objectionable behavior.

## Roster Size

Teams are limited to 12 players throughout the tournament. A roster will be turned into the scorer's table prior to each game. The roster must be identical for all games in the tournament, but every player on the roster is not required to participate or attend each game.

## Equipment

3<sup>rd</sup> - 6<sup>th</sup> Grades: 28.5" 7<sup>th</sup> and 8<sup>th</sup> Grades: 29.5"

## Jerseys

The first team listed is the designated home team and must wear white/light colored jerseys.

## Game Play

- All games will have two 16-minute stop clock halves.
- FT Bonus after 5 team fouls (reset team fouls at 8 minute mark during each half) - all 2 shots (no 1/1s)
- If the point differential is greater than 20 points with 8 minutes left in the game, the game will shift to a running clock format.
- Each team receives 3 full timeouts per game.
- 4th Grade division only - No full court pressing.
- Full court pressing by a team with a lead of 20 or more points is disallowed. • NO HALF COURT ZONE (e.g., 2-3 zone) for grades 4 and 5. We strongly encourage 6th, 7th, and 8<sup>th</sup> grade teams to play man-to-man defense.
- Games will start promptly at the designated times. If a team is unable to start at the designated time, a 5 minute grace period will be given from the time the game was originally scheduled to start. A minimum of four players must be on the court to start/continue a game. If a team is still unable to start play at the end of the grace period, the game will be forfeited to the other team. (For tiebreaker purposes, the forfeited game will use the following score: Winner: 55, Forfeiting team: 35.)
- Every game must have a winner. If teams are tied at the end of regulation play, one two-minute overtime period will be played with a stopped clock. If the game remains tied at the end of the first overtime period, sudden-death overtime will be played. The first team to score one or more points wins.

## Bracket Tie Breakers

The following tie breakers will be used to determine a bracket winner at each stage of the tournament:

- 1.) Win-loss record
- 2.) Head to head results
- 3.) Least defensive points allowed
- 4.) Coin Flip