



2026 STILLWATER BOY'S INVITATIONAL BASKETBALL TOURNAMENT RULES Saturday, February 7th and Sunday, February 8th

Welcome to the 2026 Stillwater Invitational Tournament. MYAS rules and guidance will govern play during this tournament with the following exceptions outlined below.

Teams are assigned to pools based on their age (3rd – 8th grade) and level (A, B, C). Teams are guaranteed three (3) games during the tournament and the three (3) games will all be against other teams within their age and level. All three (3) games will be played on a single day.

Stillwater will provide a clock operator, and the visiting team must provide someone to keep the official scorebook. Teams will be permitted a minimum of 5 minutes and a maximum of 10 minutes for warm-ups pre-game. Lineups will be due to the official scorer and the other team prior to the game starting. Home team will be top team in the bracket, during pool play the first team listed will be the home team.

Games will be played at Stillwater Middle School (entrance on Orleans Street – see map), Stillwater Area High School or the Pony Activity Center (PAC). The High School and PAC are connected and share a large parking area (see location maps). Teams must enter/exit through their designated facility....NO EXCEPTIONS. Please remind all family, coaches and players to respect the facilities, tournament staff and referees during the event.

1. TIMING FACTORS

- a. All 3rd, 4th and 5th grade games will consist of two (2) twenty (20) minute running time halves with stop clock the last 2 minutes of the 2nd half if the score differential is 10 points or less.
- b. All 6th, 7th and 8th grade games will consist of two (2) fourteen (14) minute stop time halves. Running time will take effect under 5 minutes in the 2nd half if the score differential is greater than 20 points. Stop clock only reverts back into play if the game differential falls to 10 points or less.
- c. All games will be granted a three (3) minute half-time.
- d. Each team will be granted three (3) full one-minute timeouts per game. No carryover.
- e. **Overtime:** One two-minute overtime period with jump ball and stop time. Second overtime with a jump ball and sudden death. Each team will be awarded one timeout for the 1st overtime period with no carryover of unused timeouts. 60 second intermission between overtime.

2. EQUIPMENT

- a. Game balls:
 - I. Game ball for 3rd and 4th grade boys' tournaments will be 27.5"
 - II. Game ball for 5th and 6th boys' tournaments will be 28.5"
 - III. Game ball for 7th and 8th grade boys' tournaments will be 29.5"

- b. UNIFORMS: Jersey tops must be of identical color and it is recommended they be numbered on the front and back. Teams are encouraged to bring two sets of jerseys, if available.

The home team (as determined by the official tournament bracket) is to wear a dark colored uniform.

- c. Teams are responsible for providing their own first-aid supplies, however, there will be an athletic trainer on-site if you need assistance.
- d. All jewelry must be removed prior to stepping onto the court.

3. PLAYING RULES

- a. Free Throws: Bonus shots will be awarded on the seventh team foul; double bonus on the tenth team foul of each half. Third (3rd) and Fourth (4th) grade teams will shoot from 12 feet, all other grades will shoot from the regulation line (15 feet).
- b. Technical Fouls: Two points and the ball will be awarded to the opposing team (do not shoot free throws on technical fouls). Two technical fouls to a player, coach or fan during the tournament will result in an automatic ejection from the tournament for that day
- c. Defense/Pressing:

<u>Grades</u>	<u>Half-Court Defense</u>	<u>Full-Court Defense</u>
3 rd - 4 th	Person-to-Person Only	Not Allowed
5 th	Person-to-Person Only	Person-to-Person Only
6 th – 8 th	No Restrictions	No Restrictions

Exception: NO teams may use a full-court press if they are ahead of their opponent by 20+ points. After the first warning, the penalty for each violation of this rule will be a technical foul. Once the lead is reduced to under 20 points, pressing will be allowed again.

- d. All decisions by referees, tournament officials, timers and scorers are final. No protests allowed.
- e. Pool Play tie-breaker rules in this order: Record (Wining Pct, number of wins), Head-to-Head (Recursive) – Used only when all tied teams have played each other, Points Difference (Max 15 per game), Points Scored, Computer Generated Coin Flip.
- f. The Tournament director reserves the right to alter format, sites, and times, if necessary

- g. Ejection Policy: Any player, coach or spectator who has been ejected from a contest is declared to be ineligible for the remainder of that contest AND the next scheduled contest. Any player, coach or spectator ejected for flagrant unsportsmanlike conduct will be ejected for the remainder of the entire competition.
- h. Cleaning/Sanitation – Teams are required to clean their bench following each game (pick up trash, remove water bottles).
- i. There will not be any brackets posted on-site. All game times and locations will be posted to MYAS Register Play App. Please check the app/website for time and location details.