

Zootown 406 Tournament Rules

1. MHSA rules will be used unless otherwise noted below.
2. No player may be added to the roster after the team has played their first game in the tournament.
3. Each team member is required to have uniforms/shirts with visible and unique numbers on them.
4. Women-sized basketballs (28.5") will be used in all 2nd - 6th grade boys & girls divisions. A men-sized ball (29.5") will be used in the 7th & 8th boys divisions.
5. Game ball not provided. Officials and coaches will agree on a game ball before each game.
6. 1 Parent from each team may be asked to run scoreboard and book.
7. Game time is forfeit time. You must start a game with 5 players.
8. Maximum of three coaches per team on the bench. Only the ONE head coach may stand, ask questions of the referee, or instruct players on the court.
9. Teams are allowed 2 - (1) 30 second in length timeout and (1) 60 second timeout per half. In overtime, each team will be allowed one (1) 30 second timeout. Unused timeouts from regulation are lost.
10. Games will consist of two 18-minute halves.
11. Clocks are running and will stop in the last minute of the first half and the last 2 minutes of the second half for violations, and free throws (if score is within 15 points). The clock will also stop for the following:
 1. Time-outs
 2. Player injury
 3. Referee's judgment
 4. Technical fouls
12. Games will start at designated times. Warm-up time will be at least five (5) minutes. Halftime will be three (3) minutes.
13. SINGLE BONUS ON 7TH TEAM FOUL. ONE AND ONE REST OF HALF. NO DOUBLE BONUS!
14. Pressing will be allowed the last 1-minute of the first half and the last 2-minutes of the game for 2nd - 5th grade divisions. Pressing is allowed in other divisions unless there is a 15-point differential.
15. In 2nd-5th grade divisions there will be NO ZONE DEFENSES.
16. Substitutions on dead balls only.
17. Overtime will be sudden death - First team to score a point wins. Championship games on Sunday will be 2 minutes, 1st overtime. Sudden death 2nd overtime.
18. Players are allowed five fouls.
19. No trainer will be available. No locker rooms will be available.
20. Standings will be based on the following tiebreaker rules:
 1. Record
 2. Head to Head
 3. Point Differential
 4. Points allowed
21. Any individual acting in a manner that does not promote a safe environment for our children, families, staff, and fans will be asked to leave. This includes actions and/or accumulation of technical fouls from players, coaches, and parents. Please report unsportsmanlike conduct to tournament staff.
22. Any coach or player receiving 2 technical fouls in a game will have to leave for the remainder of the tournament.

Reminder, this is about the kids!! We want to have a competitive, inclusive, and most importantly fun tournament!!