

## Rules and Regulations

1. It is the coach's responsibility to make sure all fans of their team act Games will consist of two (16) minute halves. The clock will only stop on dead balls and whistles during the last 2 minute of the game, timeouts, and official timeouts. Halftime will be one (2) minute.
2. Teams will be allowed (3) 30 second timeouts for the game.
3. In the event of a tie, 2 overtimes will consist of a 2 minute period. The clock will stop the last minute. Each team will be given 1 timeout during overtimes, regardless of whether they had any left from regulation or not. In the event of triple overtime, a sudden death format will be used for a maximum of 5 minutes. At the end of 5 minutes, if a team has not scored, we will move to a free throw shoot off. Each team will shoot a shot until a team makes it. If the team that shoots first makes their shot, the other team will have a chance to match. Teams will also only have 1 timeout.
4. Teams will provide their own basketball for warm-ups and games. Grades K-6<sup>th</sup> will use a 28.5" ball. Junior boys will use a 29.5" ball
5. Pressing is allowed in 4<sup>th</sup>-JH Games until there is a 20 point spread. After a 20 point spread is reached, the teams can pick up at half court. In these games, the scoreboard will show no more than a 20 point spread, excluding JH divisions.
6. Pressing is not allowed in 2<sup>nd</sup> or 3<sup>rd</sup> games until the last 2 minutes of the game. If a 3<sup>rd</sup> grade team is playing up, they will play by 4<sup>th</sup> grade rules.
7. Goal height for 2<sup>nd</sup> grade is 8.5', unless requested that they play on 10' goals. 3<sup>rd</sup> grade and up will play on 10' goals.
8. 2<sup>nd</sup>/3<sup>rd</sup> grade free throws will be at the 12' mark. 4<sup>th</sup> grade will shoot from the 15' mark, but are allowed to jump over the line. 5<sup>th</sup> grade and up must start and finish behind the line.
9. No 3 seconds in the lane violations will be called in 2<sup>nd</sup> grade games. 3<sup>rd</sup> grade games will use a 5 seconds in the lane limit. 4<sup>th</sup> grade and up will use 3 seconds in the lane limitations.
10. If any player, coach, or fan becomes out of control in a game, the tournament director has the right to escort that person off of the premises without refund.
11. Players may only play on one team in a division. They can play on multiple teams throughout a tournament.
12. If a coach gets 2 technical fouls in a game, it will be at the discretion of the tournament director if they are allowed to coach the next game or the rest of the day.
13. **Entry Fee must be paid and Waivers must be signed and turned in before first game .**
14. Medals will be awarded to the top 2 teams in each division.
15. **Every team is required to provide either 1 person to do foul chart or to run the scoreboard (1 or the other)**