

Midwest Battle of the Rims Tournament Rules

1. Games will consist of two 16-minute halves for 1st - 8th grade divisions and two 18 minute halves for HS divisions. The clock will only stop on dead balls and whistles during the last 2 minutes of the game for timeouts and official timeouts. Halftime will be 1 minute. If a game is a difference of 15 or more points, clock will continue to run even in the last min of the game.
2. Teams will be allowed (2) 30 second timeouts per half.
3. In the event of a tie, 1 overtime will consist of a 2-minute period. The clock will stop the last minute. Each team will be given 1 timeout during overtime. Timeouts do not roll over. In the event of a tie after overtime, a sudden death format will be used.
4. In the event, that in the last 3 minutes of a game, a team is down by 30 points, we will implement a "mercy rule" where that game will then end.
5. Each team will provide their own basketball for warm-ups **as well as a scorekeeper or stats keeper**. Please remind your scorekeepers to write the final scores on the papers.
Grades 1st - 6th will use a 28.5" ball (unless all teams decide to use 29.9")
7th- HS boys will use a 29.5" ball.
6. Pressing is allowed in 2nd grade games the last 2 min of the game.
3rd-HS, pressing is allowed entire game.
7. Goal height for 2nd grade is 9', unless requested that they play on 10' goals. 3rd grade and up will play on 10' goals.
8. 1st grade free throws will be at the grey line.
2nd and 3rd grade free throws will be at the 12' mark (Small black line in front of free throw line).
4th and up must start and finish behind the line.
9. A 10 seconds in the lane violations will be enforced in 2nd grade games.
3rd 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 and/or officials have the right to remove those individuals from the court. The directors have the right to escort that person off of the premises without refund.
11. 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.
12. There is to be only 1 standing/speaking coach during each game. All assistant coaches must remain seated. Violation will result in a technical call for your team.
13. It is the coach's responsibility to make sure all fans of their team act accordingly.
14. There is to be NO dribbling of basketballs in the commons area. With so many ppl in the building at once, this just adds to the chaos.
15. NO dribbling or shooting on courts during time-outs and half times. If your team is not currently playing, please keep off the courts. It causes major time delays (and no one wants that!)
16. There also is to be no one sitting along the baseline of the courts. This is a huge safety issue for players as well as the refs. We are here to enjoy basketball but at the same time, ensure everyone's safety. If your team is not currently playing, please have your players and spectators in the bleachers or wait in the commons area.
17. Every team **MUST** have a home and away jersey with a number (every player must have a different number).
18. Team entry Fee **must** be paid when schedule is released, and Waiver/roster form must be signed and turned in before participation in first game. **NO EXCEPTIONS!**
19. Players are only allowed to play on 1 team per division. This includes combined divisions. A player may play up, long as it is in a different division. If caught, team in violation will be forced to forfeit that game.
20. Midwest Battle of the Rims Tournaments go by players current grade as of Sept 1st of each yr. If caught playing down, your team will be disqualified without refund. If there is an age discrepancy before or during a game, please contact the directors immediately and we will address the issue. Please have players proof of current grade at all Midwest Battle of the Rims tournaments.
21. **All spectators will receive a wristband upon entry (paid admission). No wristband= no entry without repayment. NO EXCEPTIONS!**