

# Midwest Battle of the Rims Tournament Rules

1. Games will consist of two 16-minute halves. Each team is allowed (2) 30 second time outs per half.
2. The clock will only stop on dead balls and whistles during the last 2 minutes of the game for timeouts and official time outs.  
If a game is a difference of 15 or more points, the clock will continue to run even in the last minute of the game.
3. Mercey Rule will be implemented if a team is down by 20 points or more @ 2 min remaining and/or 30 points or more @ 3 min.
4. 7 fouls = 2 free throws and will reset at half time. Team fouls from the 2nd half will carry over in the event of overtime.  
Each player is allowed 5 individual fouls.
5. In the event of a tie, 1 overtime will consist of a 2-minute period. The clock will stop at 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.
6. Each team will provide their own basketball for warm-ups as well as for games.
7. 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.
8. In 1<sup>st</sup> and 2nd grade games, the defense can pick up at half court and can full court press the last 2 min of each half.  
3<sup>rd</sup> - HS, pressing is allowed for the entire game.
9. Goal height for 1<sup>st</sup> grade is 8', 2nd grade is 9' (unless requested that they play on 10' goals), 3rd grade and up will play on 10' goals.
10. 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.
11. 3rd grade and up will use 3 seconds in the lane limitations.
12. 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 the premises without refund.
13. 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.
14. 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.
15. It is the coach's responsibility to make sure all fans of their team act accordingly.
16. 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 and is unsafe for others.
17. 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!)
18. 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.
19. Every team MUST have a home jersey (1<sup>st</sup> team listed on the schedule/lighter color) AND an away jersey (2<sup>nd</sup> team listed on the schedule/darker color). Each player must have a number on their jersey (every player must have a different number).
20. 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!
21. Rosters are FINAL once your first game starts. Players cannot be added after this point. If you have a player playing that is not on your current roster, this will result in a forfeit for that game. Please be sure ALL current players are listed on your roster before each event!
22. 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, the team in violation will be forced to forfeit that game. We do require each player to have their most recent grade card on hand in case of a dispute of current grade. Failure to provide proof will result in a forfeit.
23. If caught playing down, your team will be disqualified without a 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.
24. Directors maintain the right to change any of these outlined rules, at any time, as they see fit per situation.
25. All spectators will receive a wristband upon entry (paid admission). No wristband= no entry without repayment.
26. HAVE FUN!!!!

