



# **2019 BOYS BASKETBALL TOURNAMENT RULES**

- 1. Players must be from the same school district. Players must have matching jerseys with numbers on back. No limits on roster size, but only 12 awards will be given.
- 2. Teams shall be present one-half hour before each game. Please turn in your line-up to the scorers' table as soon as your team begins to warm up. No dunking allowed in warm-ups or in games.
- 3. Please bring your own practice basketballs. Game balls will be provided. (3<sup>rd</sup>,4<sup>th</sup>,5<sup>th</sup>,and 6<sup>th</sup> grade boys will use women's size ball; 7<sup>th</sup> and 8<sup>th</sup> grade boys will use regulation size ball)
- 4. There will be a 5 minute warm-up before each game and a 3 minute half-time intermission.
- 5. Grades 3 and 4 will have two 18 minute halves, with a running clock down to the 2 minute mark. The final 2 minutes of each half will be played with a stop clock on all dead ball situations. Grades 5 through 8 will have two 12 minute halves, with clock stopping on all dead ball situations.
- 6. 3 timeouts per GAME. (no carry-over into overtime)
- Bonus on the 7<sup>th</sup> team foul double bonus on the 10<sup>th</sup> team foul. All technical, flagrant, or intentional fouls will be automatic 2 points and possession of the ball. 2 technical fouls in TOURNAMENT by any player or coach will result in an ejection from the remainder of the TOURNAMENT.
- 8.  $3^{rd}$  and  $4^{th}$  grade boys may shoot free throws from the short line 12 ft. All grades will have the 3 point shot line.

#### 9. **DEFENSIVE RULES** – see below

**Grades 3, 4, 5, 6** – Teams must play 'man-to-man' defense. You can still play good help defense, but if by the judgment of your game referees, your players are playing a defense other than 'man-to-man', a warning will be given. A technical will be called on any subsequent defense rule violations. Coaches...please don't make this a problem! You may press at the 2 minute mark of each half and in the entire overtime period(s) – unless up by 15 points or more. Trapping is allowed when pressing.

Grades 7 and 8 – Can play any type of defense and may press at any time.

## 10. OVERTIME RULES - see below

If the game is tied after regulation, teams will play an additional 2 minutes, starting with a jump ball. Each team will get 1 timeout in overtime. Timeouts cannot be carried over from regulation. If the game is tied after first overtime, teams will play an additional 1 minute starting with a jump ball and there will be no more timeouts. **Grades 3 and 4** – If the game is tied after the second overtime, players will shoot free throws. Coach picks 3 players on his/her team. Shoot alternating teams, first one to miss when other team makes free throw during their turn equals LOSS, continue with chosen 3 players until a WINNER is determined.

Grades 5, 6, 7, 8 – If the game is tied after the second overtime, the first team to score is the WINNER.

- 11. All other WIAA rules are in effect. No protests referees' ruling is final.
- 12. The New London School District and the Fast Break Club will not be responsible for any personal injury of any player or coach, or for any lost or stolen items.
- 13. All players and only two coaches per team will **not** have to pay tournament admissions.
- 14. Tournament director will make a final decision on all matters not covered in the tournament rules.
- 15. NO BASKETBALLS IN THE CONCESSION AREA OUTSIDE OF THE GYM. NO DRIBBLING BASKETBALLS OUTSIDE OF THE GYM.

## 16. FOOD IS NOT PERMITTED IN THE GYM. ROLLER SHOES ARE NOT PERMITTED IN THE FACILITY.

17. We will have a full concession stand. NO carry-ins allowed. As you all know, these tournaments are our main fundraising activity for the club. We appreciate your support!

#### Have a great tournament - Please show good sportsmanship