
NEW LONDON ***Fast Break Club***



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. (3rd, 4th, 5th, and 6th grade boys will use women's size ball; 7th and 8th 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)
7. Bonus on the 7th team foul – double bonus on the 10th 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. 3rd and 4th 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. These tournaments are our main fundraising activity for the club. We appreciate your support!

Have a great tournament – Please show good sportsmanship