



## **4th Grade Tournament Rules and Regulations – Basketball Size 27.5**

All games will be played under the rules of the MSHSL with the following modifications:

1. Game times will be the following for 4th Grade:
  - 16 minute running time halves / stop time last two minutes of game. Will remain running time during last 2 minutes if a one team is ahead by 15+ points.
  - Stop time for time outs and injuries
  - **All half times are 3 minutes.** If games are falling behind schedule, it will be the referees' discretion to decrease warmup, time outs, and intermission breaks.
2. Overtime will consist of one 2:00 minute stop time session. 2<sup>nd</sup> overtime will include a session of sudden victory (first team scores wins).
3. Each team will be awarded 2 one-minute time outs per half. One time out will be provided for each overtime session. Time outs will not be carried over in regulation or overtime.
4. Seven team fouls per half will result in a one and one. 10 team fouls will result in two shots.
5. Technical fouls will result in 2 free throws for the other team and possession of the ball. Two technical fouls in one game will result in the coach being dismissed from the tournament.
6. Top team in each bracket will be the HOME team and will wear dark uniforms. For pool play, 1<sup>st</sup> team listed is HOME team. HOME team supplies game ball. All teams will provide their own warm up basketballs.
7. NO PRESS or ZONE DEFENSE
8. Free throws 12 foot line
9. After your first game, be ready to play 15 minutes prior to your next game just in case games are finished early. There will be a 3-5 minute warmup period before each game. A team cannot start with fewer than 5 players. Forfeit if not on court 10 minutes prior to start time.
10. Please refrain from yelling or degrading officials. Referees will settle all disputes. There will be no appeal of the referees' decision.
11. Each Player should have a numbered jersey. Lineups with uniforms in numerical order must be in the official scorebook at the score table 5 minutes prior to the start of the game.
12. Pool Play Tie Breakers: Wins, Head to Head, Point Differential