

Tournament Game Rules

Length of Games:

Length of games will be played under the following guidelines:

2nd, 3rd, 4th, 5th, Grade 12-minute halves; 6th, 7th, 8th Grade 14-minute halves; 9th, 10th, 11th, 12th Grade 16-minute halves

Length of Overtime:

Length of overtime period will be played under the following guidelines:

2nd, 3rd, 4th, 5th, 6th Grade 2 minutes; 7th, 8th, 9th, 10th, 11th, 12th Grade 2 minutes

Length of Half-time and Pre-Game Warm-Up:

Length of half-time will be a minimum of three (3) minutes. Minimum pre-game warm-up is five (5) minutes

Fouls:

7 Team Fouls – 1 and 1 Bonus; 10 Team Fouls – 2 Point Bonus

Profanity will not be tolerated. A warning will be given on the first offense. A technical foul will result on the second offense. On the third and final offense, the player/coach will be ejected from the game.

Running Clock Rule:

3rd – 5th Grade Teams

12 minute running clock stopping the last 2 minutes of each half.

6th - 8th Grade Teams

14 minute running clock stopping the last 2 minutes of each half.

9th Grade and UP Teams

16 minute running clock stopping the last 2 minutes of each half.

The clock will not stop if one team is winning more than 20 points. Stops will resume the last 2 minutes if the losing team is 25 points or less behind the winning team.

Mercy Rule:

Game will end if the point spread is over 25 within the last 2 minutes of the game.

Game will end if the point spread is over 30 within the last 3 minutes of the game

No-Press Rule:

At the time a 2nd, 3rd, or 4th grade winning team gains a lead of twenty (20) or more points during the second half of a game, they must play defense behind the half-court line. A team's first offense will result in a Warning. Any team's second or subsequent offense will result in a 2-shot Administrative Technical Foul.

At the time a 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th grade winning team gains a lead of twenty (20) or more points during the second half of a game, they must play defense behind the half-court line. A team's first offense will result in a Warning. Any team's second or subsequent offense will result in a 2-shot Administrative Technical Foul.

Pool Play Tiebreaker Order:

Ties after completion of pool-play games will follow the tie-breaker order listed below:

5.11.1 Tiebreakers in which two (2) teams are tied, head-to-head competition between the teams will determine the winner.

5.11.2 Tiebreakers in which more than two (2) teams are tied, a point differential system will be applied. The point differential of the teams involved in the tie is totaled. Teams are then ranked according to the sum of the point differential with the highest number placing first, the second highest placing second, etc. Teams will receive a maximum of +15 points for a win and a maximum of -15 points for a loss (including forfeits).

5.11.3 If two (2) teams are still tied after the application of (5.11.2), the tie will revert back to (5.11.1).

5.11.4 If more than two (2) teams are still tied after the application of (5.11.2), the point differentials of the teams not involved in the tie are added, and the results recalculated.

5.11.5 If two (2) teams remain tied after the application of (5.11.4), the tie will revert back to (5.11.1).

5.11.6 If more than two teams remain tied after the application of (5.11.4), then a total defensive point system will be used. If two teams are still tied, they would revert to the first tiebreaker system. Example: Team A is 2-1 with wins of 56-32 & 64-45 and a loss of 56-64. Total defensive points determined are 141. Repeat the same procedure for the remaining two teams. The team with the lowest points allowed will determine the teams' order of placement. If two (2) teams remain tied after defensive points are calculated, revert back to (5.11.1).

Time Outs:

There will be a total of four (4) time outs per game. An additional (1) time out will be given in the event of overtime.