

Tournament Rules

The National Federation of High School Basketball Rule Book will be followed with the following points of emphasis:

Each team must provide someone to do the clock and/or book.

Home team wears dark uniform and away team wears white uniform. The home team will be the team on the top of the bracket or on the left of the pool play schedule.

3rd-5th grade games will be 20 minute running time halves. The clock will stop in the last 2 minutes of each half.

6th-8th grade games will be 14 minute halves stopped time.

9th-11th grade games will be 16 minute halves stopped time.

The clock will run in the last 8 minutes of the 2nd half if a team is up by 20 points or more. The clock will stop if the lead is cut to 10 points or less.

The first overtime will be 2 minutes stop time. The 2nd overtime will be 1 minute stop time. All subsequent overtimes will be 1 minute stop time.

3 60 second timeouts per game. One time out per overtime. No carryover of timeouts to overtime.

No protests. Tournament director will settle all disputes on the spot. Tournament director has final say on any issue pertaining to the tournament.

1 on 1 will be shot on the 7th-9th team foul and 2 shots will be on the 10th and higher team fouls. Free throws will be played on the release.

A player fouls out on their 5th personal foul.

3rd and 4th graders may shoot from 12 feet on free throws.

See below for defense and pressing restrictions. Note that helpside man defense is not considered zone defense.

Grades	Half Court Defense	Full-Court Defense
3-4	Person-to-Person Only	Person-to-Person allowed in final minute of second half
5	Person-to-Person Only	Person-to-Person Only No Double Teaming or Trapping
6-12	No Restrictions	No Restrictions

No pressing with a lead of 20 or more.

If any coach, player or fan is ejected, you must sit out the next game. **This rule will be enforced!**

All technical fouls will award the opposing team 2 points and possession of the ball.

Players are not allowed to play in the same age division and level on two alternate teams. Players may play above their grade but cannot not play down.

Teams must be ready to play at their scheduled game time. A team will forfeit if they are not ready to play 5 minutes after their scheduled game time. Teams must have 5 players to start a game.

All 3rd and 4th graders will use the 27.5 ball. 5th-11th grade girls and 5th-6th grade boys will use the 28.5 ball.

7th-11th grade boys will use the 29.5

Tiebreakers involving two or more teams will be as follows: 1) head to head

2) point differential 3) points allowed 4) coin flip. In a three way tie, point differential will be used to separate the three teams. Forfeits will be scored 15-0. The max point differential will be 15.