



# *Under Armour* *"Memorial Day Classic"*

May 25-27, 2019

## Game Rules Summary

1. Length of Games, Goal Height, Free-Throw Line

- 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup> Grade Boys – 12 Min. Halves / Ball Size 28.5 / Goal Ht. 10 ft. / Foul Line – 15 ft.
- 7<sup>th</sup>, 8<sup>th</sup> Grade Boys – 14 Min. Halves / Ball Size Regulation / Goal Ht. 10 ft. / Foul Line – 15 ft.
- 9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup> Boys – 16 Min. Halves / Ball Size Regulation / Goal Ht. 10 ft. / Foul Line – 15 ft.

2. Halftime – 3 Minutes **(May be shortened by Tournament Director if necessary)**

3. Timeouts – Each team will be allowed two (2) full 60-second timeouts per half. **NO CARRYOVER.**

4. **DO NOT** start games early unless requested by both coaches.

5. Coaches and Players may call timeout.

6. Pressing Allowed at all times

7. **Second Half Running Clock** – 2<sup>nd</sup> through 4<sup>th</sup> Grade: The clock will run the second half if the deficit is more than 20 points with the exception of timeouts. Once the lead is below 20, clock will stop again on all dead balls.

5<sup>th</sup> through 11<sup>th</sup> Grade: The clock will run the second half if the deficit is more than 25 points with the exception of timeouts. Once the lead is below 25, clock will stop again on all dead balls.

8. Overtime Period – All overtime periods will be three (3) minutes. Each team will receive one (1) additional full timeout for the overtime period. Unused timeouts from the second half **may** be carried over to the overtime period. Unused timeouts granted for overtime periods **may not** be carried over to additional overtime periods.

9. **Teams should provide an individual to act as Book Keeper. Clock Keepers are provided.**

**Team designated as Home (Light Jersey) will serve as Official Scorebook.**

**If Home team (Light Jersey) does not provide a Book Keeper, the Visiting team (Dark Jersey) will serve as the Official Scorebook. If neither team provides a Book Keeper, the official score will be the score on the clock. The Clock Keeper provided will keep only Player Fouls, Team Fouls and Timeouts used**