

Tournament Rules

Playing Times: All Games Use Stop Clock:

- 8U/ 2nd Grade Division - 2 (14 Minute Halves)
- 9U/3rd Grade Division – 2 (14 Minute Halves)
- 10U/4th Grade Division – 2 (14 Minute Halves)
- 11U / 5th Grade Division- 2 (14 Minute Halves)
- 12U / 6th Grade Division- 2 (14 Minute Halves)
- 13U / 7th Grade Division- 2 (14 Minute Halves)
- 14U / 8th Grade Division- 2 (15 Minute Halves)
- 15U Division- 2 (15 Minute Halves)
- 16U Division- 2 (15 Minute Halves)
- 17U Division- 2 (15 Minute Halves)

Extra Time:

1st Overtime – 3 Minutes

2nd Overtime - 2 Minutes

Sudden Death - Exception of Playoff or Championship games

Fouls:

Player Fouls Out- 6 Fouls 1-1 Bonus- 10th Fouls Double Bonus- 12th Fouls

Free Throws:

In 3rd, 4th and 5th grade (and all divisions labeled Elementary), players are allowed to jump over the free throw line as long as the ball is released from behind the line.

Game Time and Grace Period:

Each Team is required to be at the gym at least **30** minutes before their scheduled game. There will be a 10 minute grace period allowed for any games(subject to change per the site director). At least 5 players & a coach must be present to start the game. A 3 min warmup prior to all games, two min for halftime. If court is running behind, the Site Director reserves the right to shorten the warmup time.

Time Outs:

Two full & One 30 - sec timeout per game. One timeout in Overtime

Game ball size:

The 28.5 official game basketball size for 9u - 12u and All Girls, 29.5 official game basketball size for 13u-17U
Uniforms: All players must wear a numbered uniform that resembles the uniform worn by his/her teammates.

Pressing:

Pressing is permitted for all grade. **Exception:** 3rd, 4th, and 5th C Level. For 3rd-5th(C) levels pressing is only allowed in the second half. Additionally, no pressing in any grade level is allowed if the lead is 20 points or greater for the winning team.

Zone Defense:

Zone defense is permitted for all grades, **Exception:** 3rd, 4th, and 5th C Level. For 3rd-5th(C) level, only man-to-man defense is allowed, with the exception of the final two minutes of the game

Mercy Rule:

If a team is ahead by 20 points or more in 2nd half, the clock will run. If the lead drops below 15 points, normal rules (stopped clock) will resume. All games will be completely played out no matter the score