

2026 PDX SHOWCASE

TOURNAMENT RULES

GAME TIME:

1. Four 11-minute quarters - running clock. Games will start on the hour.
2. CLOCK STOPS THE LAST 1 MINUTE OF THE FOURTH QUARTER UNLESS A TEAM IS UP BY 10 POINTS OR MORE.
3. **The clock will run during free throws; however, the clock will stop while shooting free throws inside of the final minute of each quarter.**

TIMEOUTS:

1. Three timeouts per game.
2. Timeouts do not carry over to overtime. Each team will be given one timeout in the first overtime.
3. No timeouts in the sudden death overtime.

OVERTIMES:

1. First overtime is 1 minute of stop clock. Timeouts do not carry over from regulation. One timeout is given to each team.
2. The 2nd overtime is sudden death: First team to score wins – no timeouts.
3. All Championship Tournament Games: Overtime will play 1-minute periods (stop clock) until a team wins. Timeouts do not carry over. One timeout per overtime period.

GAME RULES FORMAT:

1. We use high school federation rules for all games.
2. Exception is no 30 second shot clock. A 5 second closely guarded rule will be in play on both the dribble and pick up of the ball.
3. **OPTION TO ADVANCE POSSESSION TO THE FRONT COURT:** In the last 59.9 of the game (fourth quarter or OT). Coaches should inform the officials when they call the timeout so the opposing team can be informed.

PRESS ON/OFF RULE:

1. Teams may full court press until they are ahead by 25 points or more.
2. Half court pressing, and/or half court trapping is allowed at all times.

WARM-UPS AND HALF TIMES:

1. Normal warm-up and half times are 3 minutes. Warm-up times may be longer if time permits.
2. The Tournament Director may change the length of warm-up and half times to keep games running on time.

FOULS AND TECHNICAL FOULS:

1. Players will be disqualified on the 6th personal foul.
2. After the 5th team foul per quarter, double bonus will be shot. No 1-and-1 free throws.
3. For violation of full court press, the violating team will get two warnings. All subsequent full court violations will result in 2 points and possession being awarded to the other team.
4. Technical fouls will result in two points and loss of possession of the ball.
5. Technical fouls count as team fouls and personal fouls.
6. Flagrant fouls and intentional fouls will be treated the same as technical fouls above.

GAME JERSEYS:

1. Teams listed on the bottom of the schedule, or on right, will be designated home team and wear light-colored jerseys.
2. Exception for teams wearing similar colors – if referees and both coaches agree then game may be played anyway.

GAME DISPUTES:

1. In the event a dispute arises from any head coach, the disputes will be resolved by the On-Site Tournament Director. There will be no protests.
2. Players can play on multiple teams IF the teams are in different divisions.
Younger players can play up, older players cannot play down in divisions.