

All-In Basketball Events Rules

GUIDELINES

- All Games will be played by National High School Federation Rules.
- Lane entry on free throws is allowed after the release.
- For girls and boys 10 second backcourt rule will be used.
- 5 second closely guarded rule will be in effect.
- Each team is given 3 (30 second) timeouts per game. No carryover in overtime. Each team is allowed 1 timeout per overtime session.
- Overtime will last 2 minutes.
- Regulation foul line to be utilized. Grades 3/4 ONLY can jump over the line.
- Three point line is in effect.
- Bonus will begin on the 7th foul of the half (one-and-one free throws).
- Double bonus begins on the 11th foul.
- Personal fouls: 5 per player.
- 28.5 Sized balls used for all girls divisions and boys grade 3rd-7th.
- Official sized basketball used for boys grades 8th-HS.

CLOCK

- 16 minute halves (32 minute games).
- 3 minute warm-up.
- 3 minute half-time.
- Clock runs except for the last minute of the first half and second half.
- Each team will provide one person to keep track of fouls at the scorer's table, or keep the scoreboard.
- If a blowout occurs (official decision) the scores will reset to zero and the clock will run the entire game.

PRESSING

3rd-5th Grade Boys & Girls

- Pressing allowed in the 2nd half ONLY in the final five (5) minutes of the game, if the score is within a 10 point difference.

6th-8th Grade Boys & Girls

- Pressing allowed all game. Teams can not press if they are up 15 points at any time.

High School Boys & Girls

- Pressing allowed all game. Teams can not press if they are up 25 points at any time.

TOURNAMENT STRUCTURE

- Teams will be placed in divisions based on grade level first, and then skill level.
- If a division has 3, 4, or 5 teams, the top two teams will advance to the final game.
- If a division has more than 5 teams, the teams will be placed into two pools. The top team from each pool will advance to the final game.

TIE BREAKER STRUCTURE

- If there are teams in the same division, or pool, with the same record, there will be three tie-breakers in this order:
 - 1. Head To Head (If the two teams played each other, whoever wins advances)
 - 2. Point Differential (The total difference in points scored vs points allowed for each team, max 25 points on wins)
 - 3. If none of the above tie-breakers work, the coaches flip a coin with the officials flipping the coin.