

BALLS

- Provided by league or player
 - Girls 3rd & above / Boys 3rd-6th - 28.5 in
 - Boys 7th & above - 29.5 in.
 - Mixed Gender - Use size appropriate for girls team
 - Mixed Grade - Use size appropriate for higher grade

PLAYER ATTIRE

- Tourney shirts, matching shirts, or uniforms to be worn
- Pinnies worn if needed
- Team wearing tourney shirts does not wear pinnies; "Rock, paper, scissors" determines who wears otherwise
- No body piercings, bracelets, or jewelry

ROSTERS

- 3-6 players per team
- Teams to play in division of oldest player
- No substitute players; Registered/rostered players only

OFFICIATING

- 1 referee assigned per game to supervise/officiate
- League pays officiating fees
- Score/clock kept by league personnel

POOL PLAY / BRACKET FORMAT

4 & 5 team brackets:

- Each team plays all other teams
- Top 2 teams play in championship

6+ team brackets:

Each team plays 2 pool play games; Tournament seeded by:

- 1) Winning percentage
- 2) Head-to-head record (if 2 teams in tie only)
- 3) Total pt diff (+/-15 pts max/game; -15 pts for forfeit)
- 4) Total pts allowed

PERIOD LENGTH / CLOCK

- 20 min running clock
- Games w/in 6 pts - Clock stops under 30 sec; Restarts after check/ball in play
- Overtime – Free throw shootout*
 - Each team gets 3 free throws (3 shooters each)
 - Team that makes most wins
 - If tied, same 3 shooters until one makes & misses

* Championship ties broken by 2-min OT (running clock; Clock stops under 30 sec if game w/in 6 pts); Free throw procedure after

TIMEOUTS

- No official timeouts; Unofficial timeouts can be taken at referee's discretion (i.e. water break)
- Clock does not stop for timeouts

STARTING THE GAME

- Teams may play with 2 players (in case of injury, ejection, or missing player); Opponent plays with 3
- "Rock, paper, scissors" determines initial possession

SUBSTITUTIONS

- Substitutions allowed after made basket or dead ball

CHECKING THE BALL

Ball must be checked anywhere behind the arc after:

- Made basket
- Out of bounds (half-court line is out of bounds)
- Dead ball (i.e. non-shooting foul)

CHANGE OF POSSESSION

- Both feet & ball must go outside 3-pt line on change of possession
- Failure to clear before shooting is a violation & results in loss of possession w/ ball checked
- Defensive rebound to be taken past arc (incl. air balls)

JUMP BALLS

- Possession of jump balls alternates between teams

VIOLATIONS

- 3 seconds in lane results in turnover
- No stalling. 30-second shot clock (ref's discretion).
- Referees may issue reminders

FOULS

- No personal fouls recorded
- 5 team fouls = Bonus (1 free throw worth 2 pts)
- Technical fouls (intentional, unnecessary, or excessive) result in 2 pts granted AND ball

SCORING

- 2 pts per basket inside the arc
- 3 pts per basket outside the arc
- Free throw can be worth 1, 2, or 3 pts (see below)

FREE THROWS

- Fouled player will only shoot **ONE** free throw
- Other players stand on lane
- Free throw can be worth:
 - 1 pt (and-1)
 - 2 pts (inside the arc foul or bonus free throw)
 - 3 pts (field goal attempt outside the arc)
- Bonus Free Throws (5+ team fouls)
 - 1 shot (worth 2 pts)
 - No double-bonus
- Players have 6 seconds to shoot
- Free throws must hit the rim; otherwise violation

3rd & 4th grade:

- Can use 13 ft foul line (2 ft closer)
- Free throw shooter can jump over line

CONDUCT & SPORTSMANSHIP

- Players to shake hands or fist bump after game
- No swearing, taunting, inappropriate behavior
- Unsportsmanlike play may result in:
 - Warning
 - 2-minute sitting out (referee discretion)
 - Ejection from game or tournament
- Players to clean bench area after game