



Tournament Rules

18 Minute Halves

-Running Clock. Stop clock under 1 minute of each half. Clock runs if a team is up 20.

9U- 10U Grade Boys and Girls

-No pressing until the last minute of the second half. No pressing if up by 20.

-No Zone Defense.

-Man-to-Man defense at all times.

-Mercy Rule- If the team is up 20 or more points with 2 minutes or less on the clock the game is over.

11U-17U Grade Boys and Girls

-Can press the entire game.

-No pressing if up 20.

-Any defense is allowed.

-Mercy Rule- If the team is up 20 or more points with 3 minutes or less on the clock the game is over.

Timeouts

-Each team is allowed 2 timeouts per game. 1 Full timeout and 1 (30) seconds.

Overtime

-1st overtime- 2 minute running clock. Clock stops in the last 30 seconds. -2nd overtime- First team to score any type of basket wins.

-1 Timeout per team for the entire OT including sudden death. -Fouls carry over.

-Timeouts DO NOT carry over.

-Jump-ball at Center Circle.

-Technical fouls result in two free throws and possession.

Free Throws

- Double Bonus at 10 fouls.

-7th team foul starts Bonus 1 and 1's

- Players foul out at 5 fouls.
- 9U-11U are allowed to step over the free throw line

Basketball Size

- 4th-6th will use the 28.5 size basketball.
- 7th- 11th will use the regulation men's size basketball.

Pre-game Warm-up

- You will have 3 minutes to warm up before your game.
- If games are behind schedule, warm up time can be reduced at officials or tournament personnel's discretion.

Halftime

- 2 minute halftime.
- If games are behind schedule, halftime can be reduced at officials or tournament personnel's discretion.

Technical Fouls

- 2 points and the possession of the ball.
- First technical foul you will be given the seatbelt rule.
- Second technical foul you will be removed from the bench and must leave the gym

until your game is over. You can then return and address your team but not speak to officials. If so, you will be removed from the tournament.

-No swearing or use of vulgar language. The first violation will be a warning. Any further violations can be assessed as a technical foul at the discretion of the officials.

-Any coach that gets four (4) technical fouls over the weekend will be removed from the remainder of the event.

-Technical fouls are free throws in overtime.

Bench Rules

-Only 2 coaches allowed on the bench during

games.

-Coaches must stay in the coaches box. If coaches are on the court they will be assessed a warning. After the warning, a tech may be issued at the official's discretion.

-Clean your benches after every game. All items must be removed prior to the start of the next game

-Teams must have 4 players and an adult coach on the bench to start a game.

-If a team fails to produce an adult coach and 4 players by the scheduled start time, the game will be forfeited.

Player rules

-Teams can play with 4 players.

-Players cannot wear jewelry of any kind while playing.

Roster Rules

Players may not play for more than one team during a tournament.

You must play with the same roster on Saturday and Sunday. If you have a player(s) that can only play Sunday, make sure to add them to your Saturday scoresheets.

Protests

You may protest any team that is potentially violating the rules. Protest will cost a \$100 deposit. You will receive your deposit back upon successful protest. All protests will be handled after the tournament.