



## BasketBull Tournament Rules 2019

<b>Game Time</b>	TWO 16-minute halves, stop time. Grades 6 <sup>th</sup> and younger play 14-minute halves. <b>Overtime will be 2 minutes.</b> After 2 overtimes, we will either go to 1-minute overtime or sudden death, depending on time/schedule.
<b>Time outs</b>	Each team will be allowed <b>3</b> timeouts per game. One additional timeout will be added per team for each overtime.
<b>Bonus Shooting</b>	Shoot 1 & 1 on the 10th team foul. Teams will shoot 2 shots on the 13th team foul.  <b>IF NCAA SANCTIONED TOURNEY:</b> 7 (1 and 1) and 10 (Double Bonus) ONLY in 2 <sup>nd</sup> half - Division I college coaches present to recruit
<b>Game Play</b>	4 minute warm-up and a 3 minute half-time. Game ball chosen by referees. HOME Team is the 2 <sup>nd</sup> team listed in game and should have light uniforms or two sets of uniforms available. In bracket listing, it's the top team listed as the home team.
<b>Personal Fouls</b>	A player is disqualified after 5 fouls in all age divisions. <b>IF NCAA SANCTIONED TOURNEY:</b> 6 Personal Fouls.
<b>Mercy Rules</b>	If a team is winning by more than 20 points at any point in the game, running time will occur until the lead falls below 20 points. If 30 or more with 2 minutes or less, refs can call the game over.
<b>Game Ball</b>	Girls divisions or boys division 6 <sup>th</sup> grade or younger will use a 28.5 basketball, women's basketball, unless both teams agree to play with men's basketball. All other age groups will use a normal men's basketball.
<b>Free Throws</b>	In the lane on the release of FT shot.
<b>Girls Tournaments</b>	Will use :10 back court. Use of 28.5 ball.
<b>Gender</b>	All Divisions are gender specific – boys play in boys games and girls play in girls games.
<b>Technical/Ejection</b>	If a coach gets a technical foul, (s)he will have to sit on the bench the remainder of the game. Two technical and the coach will have to leave the gymnasium. If a coach gets thrown out of the game, he will not be allowed to coach in the following game. If a player gets ejected from a game, that player will be suspended for the next game, no exceptions. If a player is involved in a fight, they will be suspended from the tournament.
<b>Bench Personnel</b>	Only the competing team players, Head Coach and up to (2) assistant coaches are allowed on the bench. All other coaches, stat keepers, players, fans, etc are not allowed to sit on the bench. Two coaches per team will be allowed in free of admission, only.
<b>Age/Protest</b>	Please see protest rules in separate document at each site, but all teams are expected to have proof of age with them at the tournament in the form of birth certificate, issued ID or NSID paperwork. Age cut off is May 31 <sup>st</sup> . i.e. a player in the 12u division cannot turn 13 prior to May 31 <sup>st</sup> . <b>Divisions 9u – 14u are AGE-based. 9<sup>th</sup>-12<sup>th</sup> are GRADE based.</b>
<b>11u (5<sup>th</sup>) and Younger</b>	If lead is 20+ points, no pressing is allowed and team must stay inside the 3-point arc. Also, no zone defense will be allowed with lead above 20+ points in 2 <sup>nd</sup> half.
<b>Pressing/Zone Def</b>	Pressing is allowed for all divisions except 8u, 9u, 10u, 11u. In these grades, pressing is only allowed in the second half. Additionally, no pressing in any division if the lead is 20 points or more for winning team. Zone Def will only be allowed in 2 <sup>nd</sup> half in 8u, 9u, 10u, 11u.
<b>Player Participation</b>	A player is allowed to play on a 2 <sup>nd</sup> team only if it meets the following criteria: playing UP an age level and within same program. A player cannot play on two teams within the same age division. BasketBull needs to be notified of this prior to the tournament via email.
<b>Team/Fan Conduct</b>	BasketBull expects all players, coaches, parents, spectators, and staff to act in an appropriate manner. If a situation arises BasketBull staff may remove a person from the site. We ask the coaches to work together with our staff to ensure THEIR fans act appropriately.
<b>Game Start Time</b>	If a team is running late, they will be allowed a 15-minute grace period before forfeiting the game, unless opposing coach/BasketBull agrees for longer period.

