

Tournament Rules

National Federation of High School Basketball Rules
Book will be followed except as noted below:

Score Keeping

1. Home team must provide a parent as the official score keeper if needed.
2. Coaches must present lineups to the scorer's table 5 minutes before the scheduled start of their game.
3. Three point baskets are allowed for all grades.
4. Forfeits will result in a 2-0 score.
5. Tie-Breaker System used is as follows:
 - Head-to-head competition
 - Least amount of points scored against in pool play.
 - Coin Toss

Time Management

6. For grades 4-8, there will be two 14-minute halves.
7. Half-time will be 3 minutes.
8. Timeouts will be 1 minute.
 - Each team is allowed 3 timeouts per game
 - Timeouts do not carry over into overtime.
9. A minimum of 5 minutes is allowed for warm up. However, if games are running behind schedule, referees and/or tournament officials may alter the warm up time accordingly.
10. Any team not present and ready to play within 10 minutes of the designated start time will forfeit that game.
11. A team must have 5 players on the floor to start the game but may finish the game with less than 5.
12. Games may run ahead of schedule. You will be required to start 5 minutes from the end of the previous game but may start up to 30 min early.
13. Stop time will be used the entire 1st & 2nd half. Except:
 - If the score goes above a 20 point differential, during the 2nd half, we switch to running time when there are 7 minutes remaining in 2nd half.
 - If during the last 7 minutes in the 2nd half, the score differential falls below 15 points, we go back to stop time.

OVERTIME

14. Overtime will start with a jump ball
15. The 1st overtime is 2 minutes
16. Each team is allowed 1 timeout in 1st overtime
17. 2nd overtime is sudden death with NO timeouts

Free Throws

18. 4th grade will be allowed to land on the free throw line but not completely jump past it.
19. Bonus free throws will be shot on the 7th foul of each half.
20. Double bonus free throws will be shot on the 10th Foul of each half.
21. Technical & intentional foul free throws will be Shot.

Pressing & Defensive Play

22. No full court presses are allowed by a team that is ahead by more than 20 points.
23. No full court press for 4th grade except for the last 2 minutes of the game.
24. Man-to-man full court press only at 5th grade.
25. No zone defense at 4th & 5th grade level.

Team Conduct

26. Referees and/or tournament officials will resolve all disputes as they occur. Decisions are final and not subject to appeal.
27. Abuse of referees from coaches, players or fans Will not be tolerated.
28. Coaches are responsible for the conduct of their players & fans.
29. Coaches, players, or fans exhibiting unsportsman-like conduct may be asked to leave the entire facility by the referees and/or tournament officials. Refusal to leave will result in a forfeit of the game. If the situation persists, the entire team will be removed from the rest of the tournament with no refund due.
30. Players or coaches received 2 technical fouls in a game will be ejected from the game and suspended for the next game as well.
 - *Technical foul: 2 shots and ball at midcourt
 - *Intentional foul: 2 shots and ball at the spot of the foul.

****NOTE: PLEASE HAVE YOUR TEAMS AT THE GYM EARLY SO WE CAN START GAMES UP TO 30 MINUTES AHEAD OF SCHEDULE.**