

Fast Break Tourney

Rules/Guidelines

- Boys & Girls: Grades 3-8
- Players are only allowed to play in one grade division unless approved by the tournament director.
- All teams must have numbered jerseys on at least one side of the jersey.
- Tournament format will be determined by how many teams are in the tourney.
- Each team is guaranteed 3 games unless there is a forfeit of games.
- Tournament typically runs ahead of schedule. All teams must be ready to play.
- Awards will be given to the top 2 teams in each division.
- NO REFUND if your team cancels after the deadline date.
- In case of a tournament cancellation due to inclement weather, \$30 of the registration fee will be kept to help cover start up costs.

Game Rules

- 18 minute running halves;
 - Clock will stop
 - Timeouts
 - In the last 2 minutes of each half for dead balls & timeouts.
 - Clock will run
 - In the last 2 minutes of the 2nd half if team is up by 15 or more.
- Warm-up is minimum 7 minutes, Halftime is 3 minutes, & Overtime is 2 minutes; Clock will stop in the last minute of overtime for dead balls & timeouts. If tied after OT, teams will play sudden death rules (1st team to score).
- Game Ball: 28.5 youth size.
- 3 timeouts per game. 1 timeout in overtime, No carry-over.
- Bonus: 7 team fouls Double Bonus: 10 team fouls
- 5th-8th Grade Divisions: Any defense and offense is allowed. No limitations.
- 3rd-4th Grade Division: Only Man-to-Man defense is allowed.
- 3rd-4th Grade Divisions: Full court press defense is allowed in last 2 minutes of 2nd half & OT.
- No press defense by the team that has a 15 point lead or more.
- 3 pointers will only be allowed on courts with 3 pt arc.
- All official calls are final.
- Technical/flagrant/intentional fouls will be enforced. All technical/flagrant/intentional fouls are 2 points & possession of ball.
- If a team has less than 5 total players due to a foul out, the fouled out player/s can continue to play, but every foul from a fouled out player is 2 pts and possession of ball.
- A team can continue to play with only 4 players if caused by an injury only. Less than 4 players is a forfeit.
- All players, coaches and fans should present good sportsmanship before, during, and after the game. Any disorderly conduct by the mentioned parties will not be tolerated. The tournament director has the right to remove any party from the premises without refund.

Tiebreakers

- 1.) Head to Head
- 2.) Point Differential
- 3.) Lowest Points Given Up