

## **The Battle of Springfield Tournament Rules**

1. Two 18 minute halves.
2. Running clock except for: (a) last minute of the 1st half and the last 2 minutes of the 2nd half, (b) foul shots, (c) times-out, (d) errant balls, (e) every whistle during overtime. If a lead grows to 20 points, the clock will continue to run. The clock will not stop until the lead gets to under 10 points.
3. Tie – Friday/Saturday Pool play games will only have a 3 minute overtime, followed by a 1 minute overtime. After those 2 overtimes the game will end in a time.
  - Any Bracket or Consolation games – will have a 3 minute overtime, followed by 1 minute overtimes until a winner is declared.
4. Numbered uniforms required with consistent colors, no two players may wear the same number.
5. Forfeits occur five minutes after scheduled time.
6. Protests are not recognized. Disputes will be resolved by the officials.
7. Guaranteed play for each player is not mandatory.
8. For all 8th grade games, full court press is permitted at all times except unless there is a 20-point margin. For all 6th grade games and 7<sup>th</sup> grade games, full court press is permitted in the 2nd half only. For all 5<sup>th</sup> grade games, full court press is permitted in the last 5 mins of the 2<sup>nd</sup> half only.
9. Regulation size (29.5") basketballs will be used for all boys 7th & 8th grade games. Intermediate size (28.5") basketballs will be used for all girls and 5th & 6th grade boys games.
10. If a coach is ejected from the game by a referee due to the assessment of two technical fouls, that coach/scorekeeper will not be allowed to coach or be on the bench for the next game. If a coach is ejected from the gym by a referee, that coach/scorekeeper can be banned from the gym for the remainder of the tournament at the discretion of the tourney board. It will be based on a case-by-case decision.
11. A player may only play on one team per division.
12. Time-outs: (1) full and (2) 30-second per game during regulation. 1 full per O/T period.
13. On the 7th foul of each half, the opposing team will be awarded 2 free throws.
14. Zone defense is not allowed in either 5<sup>th</sup> grade division. Zone defense is allowed in all other divisions.

## **PLAYOFF SEEDING**

- Divisions that have 8 Teams (6th grade girls)
  - 4<sup>th</sup> place from each division will play a consolation game.
  - 3<sup>rd</sup> place from each division will play a consolation game.
  - The winner of each division will play the 2nd place team from the other division in a semifinal game. The two winners from the semifinals will then play for the Championship.

### Divisions with 6 Teams

- The winner of each division will play the 2nd place team from the other division in a semifinal game. The two winners from the semifinals will then play for the Championship. The 3rd place teams will play in a consolation game.
- All other divisions please reference the master schedule

## **TIE BREAKER**

- head to head**
- points against**
- coin flip**

## **AGE/ELIGIBILITY**

Town Teams – Each player must reside in, or go to school in the Town

Parish Teams – Each player must qualify under that parish's rules to play on the team.

**NO AAU OR ALL-STAR TEAMS ARE PERMITTED.**

Coaches must be prepared to prove residency, school, parish and age eligibility requirements.

Coaches are to have birth certificates, parish playing rules and residency proofs in their possession at all times.

### Rosters:

- All teams may have a maximum of 15 players on their roster. The roster must be completed in full and must be in possession of the Tournament Director by November 18, 2024. Please include players jersey #'s for preset score sheets.
- No players attending high school are allowed to be part of any team's roster.
- A Player may only play on one team per division/group.
- Only players listed on the roster sheet are to be entered into the scorebook and allowed to play. No add-ons to the roster will be allowed after the team's first game. Use of an ineligible player will result in forfeiture and disqualification of team from the tournament. In the event of a forfeit, the winning team will be rewarded

15 pts. for maximum point differential.

The Tournament rules will coincide with N.J.S.I.A.A. high school rules, with the exceptions listed above.

### CODE OF CONDUCT

All coaches, participants and spectators will:

1. Respect all property and equipment at all times.
2. Respect opponents at all times
3. Avoid offensive gestures and language, as well as taunting/trash talking.
4. Avoid criticizing game officials and opponents
5. Obey the Tournament Rules
6. Stay off the court at all times unless involved in a game.

Violation of these rules can result in ejection from the game/gym/building. Failure to leave game/gym/building, will result in forfeiture of game by team in which the ejected individual(s) is(are) associated.

### Daily Admission Fees

Adults \$5.00

Coaches, Players, and Children through 8th grade: Free