

BIG EAST TOURNAMENT RULES

NO GAME WILL START MORE THAN 5 MINUTES EARLY

Jersey Color and Scorekeeper

Each team will provide a scorekeeper

Home Team: Listed on the top of the applicable game's bracket or first in a pool play game; will wear light jerseys; and their scorekeeper is responsible for operating the score clock.

Visiting Team: Listed on the bottom of the applicable game's bracket or second in a pool play game; will wear dark jerseys; and their scorekeeper is responsible for filling out the official scoresheet.

Timing

- Games will consist of two 20-minute, running-time halves with stop-time the last two minutes of the 2nd half
- **Halftime** will be three minutes. **NOTE:** The Tournament Director has the authority to adjust the length of the halftime if necessary.
- **Time outs** are limited to three 60-second time outs per game.
- **Overtime Periods:** Each team will be awarded one time out for each overtime period with no carryover of unused timeouts. There will be a 60-second intermission between overtime periods.

The 1st overtime period will be two minutes, stop-time.

The 2nd overtime period will be played until the tie is broken (sudden death).

- **Grace Period:** Each team will be given a 10-minute grace period for their **first** game of the tournament. After a team's first game, game time is start time.
- **A game should not begin earlier than the posted game time AND both teams must agree on an earlier start time (if the opportunity exists).** Be respectful of the fans planning to arrive to games as well as the posted game time. Teams and spectators are encouraged to arrive 15-30 minutes prior to game time.

Equipment

Free throws and ball size:

Free throw shooters may not cross the free throw line until the ball hits the rim.

Grades	Free Throws	Ball Size - Girls
3-4	12 Feet	27.5
5-6	15 Feet	28.5
7-8	15 Feet	28.5

All jewelry must be removed prior to stepping onto the court. Players are not allowed to tape over any kind of jewelry (earrings, bracelets, necklaces, etc.).

Playing Rules

- **FREE THROWS:** Bonus shots will be awarded on the seventh team foul; double bonus on the tenth team foul each half.
- **TECHNICAL FOULS:** Two points and the ball will be awarded to the opposing team (do not shoot free throws on technical fouls).
- **DEFENSE/PRESSING:**

Grades	Half-Court Defense	Full-Court Defense
3-4	Person-to-Person Only	Not Allowed
5	Person-to-Person Only	Person-to-Person Only
6-8	No Restrictions	No Restrictions

***Exception: **NO** teams may use a full-court press if they are ahead of their opponent by 20+ points.

Penalty: After the first warning, the penalty for each violation of this rule will be a technical foul.

- If a team is ahead by 15+ points with two minutes or less remaining in the second half, the remainder of the game will be played under running time. After a time out, the clock will start when the ball is touched by any player inbounds.
- **FORFEIT POLICY:** Please make every effort to get to your games. If you need to forfeit a game, please notify the tournament director as soon as possible to notify them of the forfeit. We will then notify the opposing team. Be sure to list your complete team name and grade of the team.
- **EJECTION POLICY:** Any player, coach or spectator who has been ejected from a contest is declared to be ineligible for the remainder of that contest AND the next scheduled contest.
- **PROTESTS:** No protests will be considered. All decisions will be made by the officials on the floor.