



Oregon Youth Basketball “B” Level Tournament Rules

- Tournaments are for school-based programs only. No AAU teams or All-Star teams allowed. All teammates must be from the same school district and plan to attend the same high school together.
- There will be an admission fee of \$5/adults, \$2/students, under 5/free. Concessions will be available, please no carry-ins.
- Please supply your own basketballs to warm up with.
- Awards will be given to first place teams only (maximum of 10 awards per team).
- Tournament officials reserve the right to start games early if we are running ahead of schedule. Your first game will start at the scheduled time; subsequent games will start five minutes after the previous game on your scheduled court ends.
- All disputes will be handled by the Tournament Director (TD) and the TD’s decisions are final.

Game Rules

- All referee decisions are final. WIAA rules to be used unless stated otherwise.
- Game Length:
 - Games will consist of 18-minute halves with a running clock. The clock will only stop on all whistles the last 1:00 of the first half *and* the second half.
 - There will be one (1) 1-minute overtime if teams are tied at the end of regulation with each team getting one (1) 30 second timeout, no carryovers. Clock will stop on all whistles for this overtime.
 - If teams are still tied after the first overtime, there will be a second overtime with the first team to score in the second overtime is declared as the winner. There will be no time on the clock for the second overtime. Each team gets one (1) 30 second timeout in the second overtime.
- Time-outs:
 - One (1) 60 second timeout and one (1) 30 second timeout each half, no carryovers.
- Basketballs:
 - 28.5” intermediate sized basketballs will be used for all 3rd – 6th grade boys and 3rd – 8th grade girls games. 29.5” regulation sized basketballs will be used for all 7th and 8th grade boys games. Participating teams will supply the game ball prior to game start. Referees reserve the right to select game balls prior to each game from participating teams.

- Free Throws:
 - 3rd Grade: Players are allowed to shoot free throws from the 12' taped line if they choose. Players will not be able to collect their own rebound from a missed free throw.
 - 4th – 5th Grade: 4th players will shoot from 13' line and be allowed to jump over the line. 5th players will shoot from 15' line and be allowed to jump over the line. Players will not be able to collect their own rebound after a missed free throw at either grade.
 - 6th – 8th Grade: Players will shoot from 15' line but are not allowed to jump or cross the plane until the ball hits the rim.
- Defensive Rules:
 - 4th and 5th Grade: person to person defense only. Defense allowed to pick up at half court line, not before. No zone defense. No trapping or double teaming will be allowed. Help defense is allowed, but players must recover.
 - Teams are allowed to press the last minute of the game and in overtime. No press allowed if a team is up by more than 15 points.
 - 6th – 8th Grade: any half court defense is allowed (zone or person to person).
 - Teams are allowed to press the last two (2) minutes of the game and in overtime. No press allowed if a team is up by more than 15 points.
- There will be a minimum of 3 minutes for teams to warm up. Halftime will be 3 minutes.
- Coaches may use a coach's box to instruct players, if officials determine that a coach is abusing this privilege by criticizing officials, that coach will lose this privilege for the entire tournament.
- Any technical foul is an automatic 2 points and the ball. Intentional fouls will result in free throws.
- All players, coaches and fans are to act in a sporting manner, or they will be asked to leave the premises. We will look to coaches to help control their respective fans.

Pool Play Tie Breakers:

1. Winner of head-to-head competition (only if two teams involved).
2. Summation of point differential for each pool play game. The maximum differential allowed for each game is 15 points.
3. Least amount of points given up.
4. Coin flip conducted by the tournament director.