



# March Tournament 2016

## RULES AND REGULATIONS

High School Federation rules apply with the following exceptions:

### 3<sup>rd</sup> - 4<sup>th</sup> Grade (6-minute quarters):

- ✓ Pressing allowed during the final 2 minutes of the 4th quarter and the final minute of overtime for 4<sup>th</sup> grade boys and girls. No press for 3<sup>rd</sup> grade boys or girls
- ✓ No 3-point shots, 3<sup>rd</sup> and 4<sup>th</sup> grade. Girls will play on 8.5 foot baskets, 3<sup>rd</sup> and 4<sup>th</sup> grade boys on 10-foot baskets
- ✓ Teams may not press if they lead by 10 points or more

### 5<sup>th</sup> - 6<sup>th</sup> Grade (7-minute quarters)

- ✓ Girls can press during the final 2-minutes of the 2<sup>nd</sup> and 4<sup>th</sup> quarter and overtime
- ✓ Boys can press during the final 2-minutes of the 2<sup>nd</sup> and 4-minutes of the 4<sup>th</sup> quarter and during overtime
- ✓ Team may not press if they lead by 10 points or more.



### 7<sup>th</sup> - 8<sup>th</sup> Grade (8-minute quarters)

- ✓ Teams can press the entire game unless leading by 15 or more

### The following applies to all grade levels:

- ✓ “no-press” means the ball may not be touched by the defense in the opponent's backcourt after possession changes
- ✓ Quarter breaks are 2 minutes; and the half-time break is 4 minutes.
- ✓ Four 1-minute timeouts per game. One additional 30-second time-out per overtime.
- ✓ The 1<sup>st</sup> overtime will be 3-minutes; subsequent overtimes will be 2-minutes
- ✓ 3<sup>rd</sup> and 4<sup>th</sup> graders, as well as 5<sup>th</sup> grade girls may fall over the line on free throws, but may not gain a rebounding advantage
- ✓ If both teams have the same color jersey, a coin toss will determine which team will wear pinnies.
- ✓ No minimum playing time (with the exception of 3<sup>rd</sup> grade boys and girls). It is recommended that all players participate. We understand that some teams rotate players, and we want to allow players to suit up for all games. **3<sup>rd</sup> grade boys and girls must give equal playing time to all players.**
- ✓ No protests: Referees and or tournament representatives will resolve disputes during the game
- ✓ Games may be played with a minimum of one assigned referee
- ✓ Eligibility: Players must have played the majority of the season with the team they represent and be a resident of the town. Players may play on only one team per bracket grouping.
- ✓ If a team does not have 6 players for a game they may call up player(s) from the next lower grade to fill in for a game.
- ✓ We will not tolerate verbal sparring or inappropriate treatment of referees. Coaches, fans or players will be ejected for inappropriate behavior. The tourney committee, at its sole discretion, may prohibit future participation. Ejected parties may not participate in the next game.

**(CONTINUED ON Next Page)**



## (2016 TOURNAMENT RULES continued)

- ✓ Coaches: **HELP KEEP GAMES ON SCHEDULE** - please be aware of the no-press rule, have players check in at the scorer's table AND ... *after games please quickly move from the bench area so that the next team can get settled.*

### SCOREBOOK AND CLOCK OPERATING INSTRUCTIONS

#### PRE-GAME CLOCK

- ✓ Based on scheduled start-time; give between 8 and 5 minutes to warm-up. It is ok to start games a few minutes early as long as players are present and the coaches agree.
- ✓ Please remind the previous team to take their equipment AND CLEAN UP WATER BOTTLES from the bench area so that the next teams can begin to warm-up (it is best to do this before the game starts)
- ✓ Confirm time per quarter

#### IN-GAME CLOCK

- ✓ Start clock when ball touches a player (referee will make a downward arm motion)
- ✓ Stop clock every time a whistle blows
- ✓ Confirm with referee on how to start clock on missed free-throws (front end of a 1 and 1 or final shot of 2 or 3). It will either be an arm motion or your determination on when the ball touches a player.

#### SCOREBOOK

- ✓ Confirm player names and numbers
- ✓ For player fouls, put a slash in the appropriate number. At halftime, make all slashes into "x's". This will enable you to easily confirm the number of fouls per half.
- ✓ After each quarter, add points and fouls; and confirm with any team scorers. Also, draw a line below the lowest marked score to help remind you to continue using the next quarter's section.
- ✓ For each time-out, write down the exact time on the clock so that it is easier to communicate to a coach who loses track and disagrees.

It's very possible that at one point during the tournament you may be disappointed in a referee's call or in how a coach manages a game. **PLEASE DO NOT DISPLAY ANY COMMUNICATION OF DISAPPOINTMENT.** I think we can all agree that the referees do not have an interest in who wins. Feel free to make us aware if you have an issue with how a coach managed a game, but please just shake hands and move on.

*Enjoy the tournament ... but focus on letting the kids enjoy it while they learn about good sportsmanship!*