

2017 Pre-Season Randolph Turkey Shootout Tournament Rules

- Open to town travel teams only. NO AAU teams permitted.
- NJ High School Rules will apply with the following exceptions:
- Ball size – 4th/5th grade will use 28.5" all other grades 29.5"
- Two (2) 16-minute halves. Stop clock on all whistles
- Half time shall be set at 2 minutes
- Timeouts – 4 per game (2 full and 2 30's).
- Foul Shots – 1/1 on the 10th foul per half. NO double bonus. 2 foul shots awarded if fouled in the act of shooting. 4th grade only – shooter may jump over foul line but cannot be first to touch on a miss.
- Timing- clock will run last 5 minutes of the game if a team is up by 15 or more (4th/5th grade) or 20 or more points (6th-8th grade). Clock will continue to run until the losing team brings the game back under 10.
- Overtime – 2 minutes; stopped clock for last minute only. One full time out per team. No carry over from regulation. 2OT – 1 min stop clock. 3OT – sudden death... first to score. No time outs in 2OT/3OT.
- **Grade 4...** MUST PLAY man-to-man and can only press in last 2 minutes of 2nd half.
Grade 5... MUST PLAY man-to-man in first half and can only press in 2nd half.
Grades 4-5... Help D allowed. Penalty for not playing man-to-man: 2 warnings and then technical foul shots.
Grade 6-8... Pressing and zones allowed anytime.

No pressing by the winning team if up by 15 or more points (Grades 4-5) or 20 or more points (Grades 6-8). Tie breaking rules will only provide a maximum of +25, so there is NO reason to ever run up a score.
- Playing time requirements: Sole discretion of the coach. Keep in mind this is a pre-season tourney. Please make an effort to play everyone.
- Tie Breaking procedures:
 - ✓ 2 teams tied, head to head will be used to determine who advances. If they have not played each other, highest point differential (all games) will determine top seed.
 - ✓ 3 or more teams tied, head to head only used if one team has beaten the other teams involved in the tie. If not, highest point differential will determine top seed, to break tie. Once first tie is broken, head to head will be used to determine next seed. If head to head is not applicable, highest point differential will determine next seed and so on...Coin toss will be used to break any point differential tie.
- All referee decisions are final. No protests
- Only Randolph Tournament Volunteers are allowed at the score table. Scorebooks being kept independently must be on the team bench or in the stands.