

HOLIDAY HOOPS TOURNAMENT GAME RULES

Uniforms: The first team listed on the schedule will be the home team and will wear white uniforms. The second team listed will be the away team and will wear dark uniforms.

Ball Sizes:

- 2nd and 3rd Grade Boys and Girls - 27.5
- 4th and 5th Grade Boys and Girls, 6th Grade and Older Girls – 28.5
- 6th Grade and Older Boys – 29.5

Warm Up and Half-Time: Five minutes for pre-game warm up and 3 minutes for half-time.
GAMES ARE NOT PERMITTED TO BEGIN EARLY.

Game Time:

- 2nd and 3rd Grade Boys and Girls: 2 - 18 Minute Running Clock Halves
- 4th Grade and Older Boys and Girls: 2 - 20 Minute Running Clock Halves
- The clock will stop during all timeouts and in the last minute of the first half and the last two minutes of the second half for 2nd-8th grade boys and girls.
- The 2 minute overtime period is running clock.
- Clock stops on all timeouts.

Scorekeeping and Game Clock Management: Each team will be required to provide a volunteer to work either the scorebook or the clock.

Lane Violation Rules: 2nd and 3rd grade boys and girls will be allowed 5 seconds in the lane on offense. 4th grade and up boys and girls will be allowed 3 seconds in the lane on offense.

Time Outs: Two timeouts per half and one timeout during the first overtime period as detailed below. There are no timeouts in the sudden death overtime.

- One full timeout (one minute) and one 30 second timeout each half
- Timeouts DO NOT carry over to the 2nd half or overtime – Use them or lose them
- One 30 second timeout during the first overtime period

Overtime: When the regulation game ends in a tie score, teams will play one two minute running clock overtime period. If the overtime period ends in tie score, a second “sudden death” overtime will be played and the first team to score a point wins.

Free Throws:

- 2nd and 3rd Grade Boys and Girls – 13 feet (24 inches in from the Free Throw Line)
- 4th Grade and Up Boys and Girls – 15 feet (Normal Free Throw Line – However 4/5th players may jump over the line to get the ball to the rim)
- Teams will shoot Bonus 1 and 1 on the 7th foul per half and Double Bonus (two shots) on the 10th foul per half.

Fouls: Each player is allowed 5 personal fouls per game. Upon the 5th foul, the player is disqualified and must sit on the bench the remainder of the game.

Full Court Press and Trapping/Double Teaming Rules:

- There is no full-court press or DELIBERATE TRAPPING/DOUBLE TEAMING in the 2/3rd grade divisions.
- In 4th-8th grade boys and girls teams are allowed to full-court press and trap/double team, but they may not press their opponents' backcourt once they are up 15 points.

Zone Defense: Zone defense is allowed. However, it is highly encouraged by tournament representatives to play man to man defense as much as possible.

Technical Fouls:

- 1st Technical Foul for Coach or Player: Referees will stop play, a personal foul will be given to the player and a team foul will be assessed to the team. If the technical foul is given to the coach, only a team foul will be assessed. Opposing team shall be awarded 2 free throws and possession of the ball.
- 2nd Technical Foul for Coach or Player: Referees will stop play, a personal foul will be given to the player and a team foul will be assessed to the team. If the technical foul is given to the coach, only a team foul will be assessed. Opposing team shall be awarded 2 free throws and possession of the ball. Player or coach will be ejected from the GYM and are not allowed back in.
- If a coach or player receives a second technical foul in one game, they can be suspended from play in their next game subject to review by South JeffCo League Officials.

Disputes: Referee decisions are final.

****CHSSA Colorado High School Basketball Rules will apply to any basketball related rule not detailed above.***