

No Zone Midwest Meltdown Tournament Rules

- **Game Time:** 6th-8th grade teams will play two **14-minute** halves (stop clock). 3rd-5th grade teams will play two **12-minute** halves (stop clock).
- **Clock:** Will run if there is a **20-point lead** in second half when clock reaches the 9-minute mark. The clock will run continuous until lead gets to within 12 points.
- **Warm up:** will last a minimum of 5 minutes depending on schedule. Halftime will last 3 minutes.
- **Overtime:** 1st and 2nd overtime will be a 2-minute stop clock. All others will be 1-minute stop clock. One 1 min timeout per overtime, no carryovers from regulation or between overtimes.
- **Forfeit:** Game time is forfeit time. No game will start early unless agreed on by both HEAD COACHES or approved by the tournament director.
- **Timeouts:** Three **1 min timeouts per game.** No limit per half.
- **No Zone Defense:** There is no half court zone defense allowed. You may full court zone press but must play man to man defense inside the three-point line.
- **Full court pressing:** Is allowed in all age divisions 3rd-8th up to a 20 point lead.
- **Miscellaneous:** All teams will play with a 28.5 basketball. All free-throws will be shot from regulation 15' line.
- **Free throws:** Played on the release. **1 & 1 on the 10th foul** and **Double Bonus on the 14th foul.**
- **Fouls:** Each player will be allowed **6 fouls** before fouling out.
- **Jersey Color:** 1st team listed or top team in bracket is HOME team and will wear LIGHT JERSEY.
- **Tie Breaker:** **1.** Head to head **2.** Point differential (15 points max) based on all games played will be used to determine the 3rd team. **3.** Fewest Points Allowed (if point differential is a tie).
- **Technical:** Coach does not have to sit if issued a first technical but will be ejected from the game if he/she receives a second. If a coach is ejected from a game, they must remove themselves from the gym until completion of that game. After the game, they may return with tournament director's approval. Two ejections per one individual per team will result in permanent ejection for the rest of the weekend.
- **Book/Clock:** Each team must provide 1 adult volunteer for the score sheet and game clock.
- 2 wrist bands will be provided for the head coach and assistant coach for each team.
- If any rules are in question, the on-site tournament director will be the final decision.
- Coaches are responsible for conduct of their teams as well as their fans. If your fans are asked to leave the facility, please support us on this. If fans refuse to leave when asked, it can result in disqualification of the team for the remainder of the tournament.
- Always check the official bracket before your next game, times may be changed from your original schedule. Facilities open 30 minutes prior to first game. We will try to notify each team when such changes occur; however, it is your responsibility to check on changes. The official schedule and results are online at Tourney Machine.