

# Tournament Rules



## General

Tournament play will be governed by the most recent release of High School Federal Rule Book with the following exceptions:

1. Players can only play for one team per division.
2. Warm-up time is 5 minutes or until game time, whichever is longer.
3. Uniforms - any team that does not have reversible jerseys will need to bring scrimmage vests/pennies to the tournament that are a different color than their team uniform. If two teams with similar colored uniforms are playing each other, the home team (the team listed last/on the bottom) will be required to wear their lightest colored side of their reversible jersey.
4. All games will consist of two 22-minute halves (running clock), except the last 2 minutes of each half as long as neither team leads by 20 or more points.
5. Halftime is 4 minutes provided the games stay on schedule.
6. The first overtime will be 2 minutes, stop clock. Second overtime will be sudden death beginning with a tip-off. First team to score is the winner (this includes free throws).
7. There will be no 30-second shot clock; therefore the 10-second backcourt rule applies.
8. Each team will receive (2) full and (2) 30-second time-outs per game. Time-outs do not carry over to overtime. Each team will receive (1) full time-out in the first overtime only.
9. Technical fouls and intentional fouls will result in the opposing team receiving 2 points and the ball out of bounds.
10. Tie breaker rules for pool play:
  - a. Winner of head to head game
  - b. Score differential in all pool play games (max. +/- 15 points per game)
  - c. Fewest points allowed by opponents for all games played in pool play
  - d. Coin Flip
11. Tournament Directors reserve the right to adjust tournament schedule (i.e. warm-ups, halftime, etc.), if necessary to get back on schedule.
12. Players and Coaches ejected from a game will be ineligible for the next game of the tournament.
13. Coaches are responsible for the conduct of their players and fans/spectators. Head coaches will receive any technical foul(s) given to any spectator supporting their team. Two technical fouls in any single game results in ejection from that game and the next game of the tournament.

14. All players playing for a particular team must be listed on a team's registration form unless permission is given by the tournament coordinators. Failing to do so will result in both the athlete and the head coach of that team being ruled ineligible for the remainder of the tournament. If an ineligible player participates in a division championship game that game will be forfeited to the opposing team.
15. The Tournament Director(s) reserves the right to ask any spectator to leave the gym for unsportsmanlike behavior. Any game official has the right to ask the tournament director(s) to ask any spectator to leave the gym for unsportsmanlike behavior. There will be no exceptions to this rule, even if the spectator thinks the game official is being unjust.

#### 4<sup>th</sup> Silver and Gold and 5<sup>th</sup> Grade Silver Division Levels

1. No zone defense allowed for 4th or 5th grade Silver Division. Defenders must be within six (6) feet of the offensive player when they are within the 3 point arc. A defensive player may leave the person they are covering momentarily (defined as 2 seconds or until original defender recovers) to "help-side" an offensive player with the ball who has beaten their defender as long as it is within the 3 point arc. A defender may momentarily (defined as 2 seconds or less) leave the person they are covering to double-team an offensive player who has the ball as long as that offensive player is within the 3 point arc. Double-teaming an offensive player who does not have the ball is not allowed. A defender can only "switch" offensive players with a teammate to "help-side" (defined as helping a beaten teammate) and only until the original defender has recovered to defend their original offensive player.
2. No trapping or pressing beyond 3 point arc regardless of score.
3. On a free throw, a player can step on or jump over the free throw line while shooting as long as they wait until the ball touches the rim before attempting to get the rebound.

#### 5, 6, Gold and OPEN levels, 7 Silver, Gold and OPEN Levels, 8 Silver

1. Zone defense and presses are allowed.
2. Mercy rule is 20 points and no pressing or trapping beyond the 3 point arc if ahead by more than 15 points.

#### 8 Gold and 8 OPEN

1. Zone defense and presses are allowed.
2. Mercy Rule: No limitations on full court pressure or trapping.
3. 40 Point rule: Beginning in the second half, if the point differential is 40 points or more, the game clock shall run continuously for the remainder of the game except for an official's time-out, a charged time-out, time between quarters, or the administration of free throws.
  - a. When the running clock is being used, the clock will stop when the official reports a foul where free throws will be administered.
  - b. Once the official signals (1 and 1, or 2 shots) the clock stops at that point and restarts as it would normally.