



# 2020 Elkhorn Attack “January Jam” Tournament Rules

## Tournament Rules:

### Regulation Game:

- All grades will play on a 10' rim. 3<sup>rd</sup> grade will utilize a 12' free throw line and all other grades will utilize a 15' free throw line.
- 3<sup>rd</sup> grade will use a junior 27.5" size basketball. 4<sup>th</sup> thru 7<sup>th</sup> grades will use an intermediate size 28.5" basketball. 8<sup>th</sup> grade will use an official size 29.5" basketball.
- Each game will consist of 4 - 8 minute quarters with a running clock. Clock stops on all timeouts, injuries and all dead balls during the last 2 minutes of each quarter.
- Each team must provide an adult volunteer for scorebook and clock.
- Halftime is 4 minutes in length.

### Time Outs:

- Each team will receive 1 full 60 second and 1 – 30 second timeout, per half; no carryover to the 2<sup>nd</sup> half or overtime.

### Full Court Pressing:

- 3<sup>rd</sup> Grade (All Levels): No full court pressing until the last minute of the second half, only if the score differential is less than 10 points.
- All other grades and levels: Full court pressing is allowed anytime, at all levels, to a 20 point lead.

### Overtime:

- The first OT will be two minutes, with the clock stopping on all timeouts, injuries and all dead balls in the last minute of overtime.
- If the game remains tied after the first overtime, the 2<sup>nd</sup> overtime will be sudden death 2-minute overtime, with the clock stopping on all timeouts, injuries and all dead balls in the last minute of sudden death overtime. The first team to score wins.
- If the score remains tied after 2 overtimes, each team will pick a free throw shooter to shoot a free throw. If one player makes their free throw and the other does not, then that team that made it wins. If both miss or make, then the teams must choose 2 different players to shoot. The team cannot choose the same player to shoot until all players on the team have shot. This happens until a team wins.
- Each team gets one 1 full 60 second timeout in each OT period; no carryover.

### Standings / Tie Breakers:

- Game scores, game schedules and standings will be posted on Tourney Machine. [www.tourneymachine.com](http://www.tourneymachine.com).
- Round Robin Tie-Breakers: (When you move down to the next tie-breaker, the previous one drops off and will no longer be used)
  - 1) Record
  - 2) Head to Head
  - 3) Point Differential (20 point maximum)
  - 4) Total Points Allowed