



# Nothin' But Net Tournament Rules

## Regulation Game:

- 3<sup>rd</sup> Grade Boys & 3<sup>rd</sup> Grade Girls will play on a 10' high rim with a 12' free throw line. All other grades and divisions will play on a 10' high rim with a 15' Free Throw Line.
- 3rd Grade Boys & Girls teams will use a 27.5" basketball. All other grades will use an intermediate size 28.5" basketball, except 8<sup>th</sup> grade boys 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. If the score differential is 15+ points in the last 2 minutes of the 4th quarter, the clock will not stop, except for timeouts or injuries.
- Each team must provide an adult volunteer for scorebook and/or clock.
- Halftime is 4 minutes in length.

## Time Outs:

- Each team will receive 1 full 60-second timeout and 1 – 30 second timeout per half; no carryover to the second half or overtime.

## Full Court Pressing:

- 3rd Grade boys, 3rd Grade Girls and 4th Grade Girls. 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 2nd 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 Pool Tie-Breakers:
  - 1) Record
  - 2) Head to Head
  - 3) Point Differential (20 point maximum)
  - 4) Total Points Allowed