



Cornhusker Girls Youth State Championship Tournament Rules

Tournament Rules:

Regulation Game:

- 3rd grade will play with a 27.5" (Junior) basketball. All other grades from 4th thru 8th will play with a 28.5" (Intermediate) basketball.
- All grades will utilize a 10' rim. 3rd and 4th grades will utilize a 12' free throw line.
- Two 20 minute halves with a running clock. Clock stops on all timeouts, injuries and all dead balls during the last minute of each half. If the score differential is more than 15 points the clock will not stop the last minute of the 2nd half.
- Each team must provide a responsible, age appropriate, volunteer for the scorebook and/or game clock.
- A maximum of 3 non-players are allowed on each teams' bench. Only Head Coaches are allowed to stand and only Head Coaches are allowed to speak to the officials.
- 3-minute halftime and 5-minute pre-game warm-up. (warm up may be shortened if running behind)

Full Court Pressing:

- No full court pressing at the 3rd or 4th grade levels, until the last 30 seconds of the game, only if the score differential is less than 10 points.
- 5th through 8th grade teams, full court pressing is allowed at all levels to a 20 point lead.

Time Outs:

- Each team will receive 1 – full 60 second time-out AND 1 – 30 second time-out per half, NO CARRYOVER.
- Each team gets one 30 second timeout in each OT period; no carryover.

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 continues until a team wins.

Standings / Tie Breakers:

- Game scores, game schedules and standings will be posted on Tourney Machine. www.tourneymachine.com.
- Round Robin Tie-Breakers:
 - 1) Record
 - 2) Head to Head
 - 3) Point Differential (20 point maximum)
 - 4) Total Points Allowed