## Tournament Dules

The SDHSAA rules governing the game of basketball will be followed with these additions or exceptions:

* NO PROTESTS ALLOWED. GAME REFEREES CONTROL THE GAME.
* NO ZONE or PRESS in $3^{\text {rd } \&} 4^{\text {th }}$ or any mixed division where $3^{\text {rd }}$ and/or $4^{\text {th }}$ grade teams play.
* Intermediate size balls will be used in all divisions through $8^{\text {th }}$ grade for both genders, for HS divisions the gender appropriate ball will be used.
* 18 minute running clock except for last 2 minutes of second half, unless one team is ahead by 15 points. If lead falls below 15 points, clock will again stop. In addition, clock will stop on all technical fouls, injuries or timeouts (including officials TO). Clock does not restart until it would in a normal dead ball situation.
* Three time outs per game ( 3 full - 60 second timeouts) 1 must be used first half or is forefited.
* 3-minute break at half time as time allows.
* Tie Breakers Used in this order: Head to Head, Point Differntial, Points Allowed, Points Scored. If you feel that Tourney Machine has mis-calculated the ranking you must let the tournament staff know immediately.
* If a player is heard by a ref using disparaging, racist, and vulgar language while playing or on the bench the ref can assess technical fouls as described below.
* Technical fouls are scored 2 points and the ball out of bounds.
a. If two technical fouls are awarded to the bench, THE HEAD COACH is to leave the game.
b. If two technical fouls are awarded to the same player, that player is ejected from the game.
* Intentional fouls are scored 2 points and the ball out of bounds.
* OVERTIME: First overtime - two minutes. Second OT - sudden death. One time out allowed in overtime.
* All players will receive free admission. Player must be wearing a jersey with the team name and number indicated and be seated on the team bench for their division.
* A player may play for more than one team, but cannot play on separate teams in same the division.
a. A player can only play "up" a grade level.
b. No concessions will be made due to conflicts in game times.
* Please have team ready to play 15 minutes prior to the start of your game in case of early start.
* All games will start at the top of the hour unless a court is running behind then a 3 minute break between games
* All teams must have a basketball and uniforms with properly numbered jerseys.
* Teams need to supply their own practice balls.

Unsportsmanlike behavior from coaches, players, or fans will not be tolerated and may result in immediate removal from the game/premises.

