

# Tournament Rules

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

**\* NO PROTESTS ALLOWED. GAME REFEREES CONTROL THE GAME.**

**\* The Home team of each game must provide a Time Keeper. Scorekeepers may be supplied by the tournament when possible .**

**\* NO ZONE or PRESS in 3<sup>rd</sup> & 4<sup>th</sup> or any mixed division where 3<sup>rd</sup> and/or 4<sup>th</sup> grade teams play.**

**\* 3rd to 7th grade for both genders will use a 28.5 ball. All other divisions will use the appropriate full sized ball for their gender.**

**\* 20 minute halves** with stopped clock under 2 minutes of second half, 3rd to 12th grade.

**\* Full court press** is allowed to a 15-point lead. After 15 points, no press is allowed. (5-8<sup>th</sup> only)

**\* 3 time-outs** (3 full - 60 second timeouts) 1 must be used first half or is forfeited.

**\* 3-minute break** at half time as time allows.

**\* Tie Breakers Used in this order: Head to Head, Point Differential, Points Allowed, Points Scored.** If you feel that Tourney Machine has mis-

**\* OVERTIME:** First overtime - two minutes. Second OT - sudden death. One time out allowed in overtime.

**\* 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**

**\* 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.**

**\* All players scheduled for this tournament will receive free admission.** Player must be wearing a jersey with the team name and number

**\* 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 will be allowed.**

**\* All teams must have a basketball and uniforms with properly numbered jerseys.**

**\* Teams need to supply their own practice balls.**

**Unsportsman like behavior from coaches, players, or fans will not be tolerated and may result in immediate removal from the**

## TIE BREAKERS EXPLAINED IN DETAIL:

**NOTE:** Tie breakers within TourneyMachine never go back to the top of the tie breaker list. For example, if three teams are tied with **Head to Head** as the first tie breaker, and all three teams have a 1-1 record against each other, the **Head to Head** rule doesn't break any ties. The system will then go to the next tie breaker. If the next tie breaker is **Pt Diff** and Team 1 has a differential of 3, Team 2 has a differential of 2 and Team 3 a differential of 1, then Team 3 will be last, Team 2 second and Team 1 first, even if Team 2 beat Team 1 **Head to Head** because it was bypassed in the first step and does not go back to the top, even after Team 3 is eliminated by the differential rule.

**Head to Head** - This breaks ties based on the **Record** tie breaker (or **Points**, if points are used) against the tied teams. For example, 3 teams have the same overall record

**Pt Diff** - The differential tie breaker determines the total difference between a team's score versus their opponents'. The largest differential wins the tie breaker.

**Pts Scored** - The total of a team's score. The higher total wins the tie breaker.

**Pts Allowed** - The total of a team's opponent's score. The smallest total wins the tie breaker.

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