



EAST RIDGE CLASSIC 2021 TOURNAMENT RULES

Rules will be according to the current basketball rulebook governed by the National Federation of State High School Associations—with the following additions and exceptions:

- 1) HOME/VISITOR: The **Home team** is the FIRST team listed on the pool or bracket schedule. The home team is responsible for providing an official scorer for the game. The official scorer must sit at the scorer's table and must use the official score sheet provided for the game. The **Visiting team** will provide the game ball and will wear alternate colored uniforms if required.
 - a. *Score Clock Operator – not all games will have a score clock operator provided from our High School players. If there is no clock operator for you game, then the Visiting team should provide a score clock operator*
- 2) PLAYERS: A team must have at least 5 players to start a game. Teams (with a minimum of 5 players) not on the floor within 5 minutes after scheduled starting time will forfeit.
- 3) THREE POINTERS: The 3-point shot rule will apply at all grade levels whenever the playing floor is so marked.
- 4) GAME TIME: All games will be 14 minutes stop time halves. If a 20-point lead is attained in the final 10 minutes of the second half, the game clock will be running time except for time-outs and free throws. Stop time will be reinstated if the lead goes to 14 points or below. Running time will be enforced in both bracket and pool play.
- 5) WARM UP/HALF TIME: Half-time will be 2 minutes. Warm-up time will be 2-5 minutes as time allows. The tournament reserves the right to alter game times, half-time, and warm-up time as needed to keep on schedule. The tournament strongly encourages teams to arrive 20-30 minutes early, as games may start early.
- 6) OVERTIME: If the game is tied at the end of the second half, a 2-minute (stop time) overtime period will be played. If still tied after the 2-minute overtime period, a "sudden victory" will apply with the first score after the jump ball.
- 7) BONUS: Bonus free throws to be shot on the 7th team foul of each half. Starting with the 10th team foul of each half, 2 free throws are awarded.
- 8) TIMEOUTS:
 - Three (3) timeouts per game.
 - 1st Overtime - (1) 1-minute timeout
 - 2nd Overtime – (1) 1-minute timeout
 - Note: Timeouts do not carry over to any of the overtimes
- 9) DEFENSE/ PRESSING, FREE THROWS & BALL SIZES

				Ball Size	
Grades	Half-Court Defense	Full-Court Defense	Free Throws	Boys	Girls
3rd & 4th	♦ Person-to-Person Only	♦ Allowed in last 2 minutes of 2nd Half ♦ Person-to-Person Only ♦ No Full Court press if lead exceeds 20 points	♦ 12 Feet ♦ Player is not allowed to cross the 12 foot line	27.5"	27.5"
5th	♦ Person-to-Person Only	♦ Person-to-Person Only ♦ No Full Court press if lead exceeds 20 points	♦ 15 Feet	28.5"	28.5"
6th	♦ No Restrictions	♦ No Restrictions ♦ No Full Court press if lead exceeds 20 points	♦ 15 Feet	28.5"	28.5"
7th & 8th	♦ No Restrictions	♦ No Restrictions ♦ No Full Court press if lead exceeds 20 points	♦ 15 Feet	29.5"	28.5"

- First offense – a warning will be issued; second offense – technical foul.

10) TECHNICAL FOULS: Technical fouls will be assessed according to the current rules of the National Federation of State High School Associations with the exception that 2 points are automatically awarded (no free throws) and possession of the ball is awarded.

11) EJECTIONS: Ejection Policy. Any coach, player or spectator ejected from a contest will be disqualified from participation in that game and the next game.

12) PROTESTS: No protests will be considered. All decisions will be made by the officials on the floor.

13) POOL PLAY TIE BREAKER: We are utilizing Tourney Machine and will use their calculation to determine a tie breaker.

SPECIAL NOTE: All forfeits are scored 15-0.