



2021 Tournament

Tournament Rules

General Rules

- * Teams must have five players to start a game.
 - *Each game will have a five minute grace period before starting. Teams must be on the floor and ready to play no later than 5 minutes after the scheduled start time or a forfeit may be called.
- * All players must wear numbered jerseys. Please try to include jersey numbers during registration.
- * Players without proof of age(birth certificates) will not be permitted to play. No exceptions.
 - *We will not collect the birth certificates but teams must be able to provide them upon request.
- * Tiebreaker Rules (These will be applied when breaking ties within a pool)
 - 1 Record
 - 2 Head to Head
 - 2 Point Differential (15 max point differential a game)
 - 4 Total Points Scored
 - 5 Total Points Allowed

Game Duration, Clock Management & Timeouts

- * Each game will consist of two 18 minute halves.
- * Each game will have a running clock, except when it becomes a 20 point lead.
See the Rules Matrix for grade specific about non 20 point lead stoppages
- * Each game will have a 3 minute halftime. This duration can change at the discretion of the referees and/or tournament officials.
- * If a tie occurs at the end of regulation, a 3 minute overtime period will occur until we have a winner.
- * Timeouts - Each team will receive 1 one minute timeout and 2 30 second timeouts per game. Each team will receive an additional one minute timeout for each overtime period.

Defense and Pressing

- * Man to Man defense is required for all 3rd through 5th grade games. No restrictions for other grades
 - *Man to Man defense begins within the 3 point line. Players within the 3 point semi circle have to play man but they are permitted to play help defense(passing lane, one pass away, two passes away). However, a defender is permitted to pressure the ball handler once he/she has crossed the mid court line. Help defense that results in a ball handler being double covered by the primary and help defender is not considered an organized trapping defense
- * Pressing - If at any time a team has a 20 point lead, not permitted to press until it gets to under 12.
 - *3rd & 4th grade: only allowed during the last minute of the game and last minute of overtime
 - *5th grade: during the last 9 minutes of each half and all of overtime
 - *6th-8th grade: allowed the whole game