

Gibson Southern Winter HoopsFest & Winter JamFest

Tournament Rules

The team listed first on the schedule for pool play and on the top of the bracket in the single elimination tourney is the home team. The Home Team will wear white and is responsible for the official book. The Visiting Team is responsible for the official clock. IHSAA rules apply to all games with the following exceptions:

1. All games will be played as two 12 minute halves. Clock will stop on all whistles (regular basketball).
2. Halftime will be 5 minutes.
3. No game will start before its scheduled time unless agreed by both coaches.
4. Teams will have two (2) full timeouts per half and one additional timeout per team for an overtime period. Timeouts do NOT carry over to the 2nd half or the overtime period.
5. An overtime period will be 3 minutes in length.
6. All coaches must be 21 years of age.
7. Unsportsmanlike conduct from anyone at any time may result in removal for the rest of the tournament.
8. If instructed to do so, the head coach must warn his/her fans about unacceptable behavior. Following a warning, a technical foul can be called on the fans and it will be assigned to the head coach.
9. After a technical foul has been called or assigned to any coach, ALL COACHES on that bench must remain seated for the balance of the game other than halftime or a called timeout.
10. Two (2) technical fouls called directly on any player, coach, or team representative during any one game will result in disqualification for the rest of the tournament. Any indirect technical foul that is awarded to the head coach (book error, fans, etc.) will not count toward the two (2) direct technicals.
11. The official scorer (Home) and the official timer (Visitors) must be at least 16 years of age and must remain impartial.

Accommodations for Younger Players:

1. Boys' grades 2-6 will use a ball size of 28.5" and grade 7-8 will use regulation size ball.
2. Grades 2-4 teams can press the last 2 minutes of 2nd half. Teams cannot press if up 20 or more points. The clock will continue to run (except timeouts) in the event of a 20 point lead or greater.
3. Grades 2-4 NO ZONE DEFENSE is allowed at any time. (See page 2 for additional rules for grades 2-4)
4. Grades 2-3 will use a rim height of 9 feet AND a free throw line at 12 feet.
5. Grade 4 free throw shooter will have shoot from 15 foot line. He cannot jump over the line.
6. Players shooting free throws must stay behind the line and cannot jump over the line at any grade level.
7. Grade 4-5 will play on a regulation 10 foot rim.
8. Grade 5-8 is allowed to play zone defenses at any time. Grade 5 is allowed to press at any time unless the team is ahead by 15 or more points.
9. Anytime the lead becomes 20 points or more the clock will continue to run except during timeouts.

School Tourney & Roster Rules:

1. Gibson Southern Winter HoopsFest and Winter JamFest is a "School Tourney" only. A team's roster MUST consist of players that currently attend the same school or currently attend schools that feed directly into the same high school; no exceptions!
2. Players must participate at either their present grade level in school or at a higher grade level.
3. A player may be listed on only ONE roster and may participate on only ONE team.
4. Documentation confirming grade level and current school enrollment must be made available upon request of the tournament director. It is the head coach's responsibility to have eligibility information in hand at all times. Failure to provide player eligibility information or actual participation by an ineligible player can result in forfeiture of games and removal from the tournament.

Pool Play Results for Tournament Seeding:

Each team will play two (2) pool games and then advance to a single elimination tournament. The tournament will be seeded based on pool results with the first qualifier being won-lost record. If needed, tie-breakers for identical won-lost records will be applied in the following order until the tie is broken:

1. Head to head competition (only applies to two teams with identical won-lost records)
2. Point Spread (20 Point Max)
3. Points Allowed/then points scored
4. Coin Flip

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Defensive Rules for Grades 2-4 Only

Back-court Guarding

1. No back-court guarding of any sort is allowed on any pass being in bounded from the back-court area or at any time a team has gained sole possession in the back-court. Once sole possession is gained, defensive players may not hinder the offensive team in any way; even if done so by accident.
2. Any pass from back-court to front-court cannot be intercepted until the ball crosses the mid-court line.
3. At the discretion of the referee when a violation of the back-court guarding rule is called on the defense, the offense is awarded possession and will in-bound the ball from the appropriate back-court area.

Half-court Defense

1. Zone defenses are not allowed at any time; either half-court or full-court. No defensive player will be permitted to guard an area of the court for an extended period of time instead of an opposing offensive player.
2. Basic man to man defensive techniques such as switching, hedging and sliding through on screens, help and recover, sagging off a perimeter player and temporary weak-side (help-side) positioning are all permitted.

Trapping & Double Teaming are NOT PERMITTED!!

Last Minute of Each Period

1. During the final 2 minutes of second half as well as the last 2 minutes of any overtime period, all restrictions on backcourt guarding, trapping and double teaming are removed. However, the restriction on zone defenses remains in effect at all times.

Calls and Penalties

1. Referees can stop play at any time due to violations of the backcourt guarding, half-court defense and trapping & double teaming rules and award possession to the offense. Coaches will be advised and warned as needed. At the discretion of the referee, persistent violation of these rules may result in a technical foul that will be assigned to each head coach.