



# Elkhorn Elite “Girls Rule” Tournament Rules

## Tournament Rules:

### Regulation Game:

- 3rd grade will play with a 27.5” (Junior) basketball. All other grades from 4th thru 8th will play with a 28.5” (Intermediate) basketball.
- All grades will utilize a 10’ rim. 3rd grade and 4th grade will utilize a 12’ free throw line.
- Each game will consist of 4 – 8-minute quarters with a running clock. Clock stops on all timeouts, injuries and all dead balls during the last 2 minutes of each quarter. If the score differential is 15+ points in the last 2 minutes of the 4th quarter, the clock will not stop, except for timeouts or injuries.
- Each team must provide a responsible, age appropriate, volunteer for the scorebook and/or game clock.
- A maximum of 2 non-players are allowed on each teams’ bench. Only Head Coaches are allowed to stand and only Head Coaches are allowed to speak to the officials.
- 3-minute halftime and 5-minute pre-game warm-up. (pre-game warm-up may be shortened if running behind)

### Full Court Pressing:

- 3rd & 4th Grade Divisions (all levels) - No full court pressing until the last minute of the second half or OT, only if the score differential is less than 10 points.
- 5th through 8th grade teams, full court pressing is allowed at all levels to a 20-point lead.

### Time Outs:

- Each team will receive 1 – full 60 second time-out AND 1 – 30 second time-out per half, NO CARRYOVER.
- Each team gets 1 full timeout in each OT period; no carryover.

### Overtime:

- The first OT will be two minutes, with the clock stopping on all timeouts, injuries and all dead balls in the last minute of overtime.
- If the game remains tied after the first overtime, all future overtimes will be sudden death 4-minute overtime periods, with the clock stopping on all timeouts, injuries and all dead balls in the last minute of the sudden death overtime. The first team to score in sudden death OT wins the game.
- Each team gets one 1 full 60 second timeout in each OT period; no carryover.

### Standings/Tie-Breakers:

- 2-Way Ties are broken by head-to-head game results.
- 3-Way Tie-Breakers:
  - 1.) Point Differential (20 point maximum)
  - 2.) Head-to-Head
  - 3.) Total Points Allowed