



Midwest Regional Hoops Championships Tournament Rules

Regulation Game:

- 1st Grade Boys will use a 27.5" basketball and will play on an 8' rim with a 12' Free Throw Line. No stealing off the dribble. Only stealing passes is allowed.
- 2nd Grade Boys & Girls will use a 27.5" basketball and will play on a 9' rim with a 12' Free Throw Line. No stealing off the dribble. Only stealing passes is allowed.
- 3rd Grade Boys & 3rd Grade Girls will use a 27.5" basketball and will play on a 10' high rim with a 12' free throw line.
- 3rd/4th Girls Combo and 4th/5th Girls Combo Divisions, please check the rules to follow next to your pool name on the schedule.
- All other grades will use a 28.5" basketball and will play on a 10' high rim with a 15' Free Throw Line. The only exception is 8th grade boys will use an official size 29.5" basketball. All
- All 1st thru 5th grade games will consist of two 20-minute halves with a running clock. The clock will stop on all dead balls, timeouts and injuries during the last minute of each half. If the score differential is 12+ points in the last minute of the second half, the clock will not stop, except for timeouts or injuries.
- All 6th thru 8th grade games will consist of two 14-minute stop clock halves. The clock will stop on all dead balls, timeouts and injuries. If the score differential is 15+ points in the last 5 minutes of the second half, the clock will not stop, except for timeouts or injuries.
- Each team must provide an adult volunteer for scorebook and/or clock.
- Halftime is 4 minutes in length.

Time Outs:

- Each team will receive 1 full 60-second timeout and 1 – 30 second timeout per half; no carryover to the second half or overtime.

Full Court Pressing:

- 1st Grade Boys, 2nd Grade Boys and Girls – No Full Court Pressing at any time.
- 3rd Grade Boys, 3rd Grade Girls and 4th Grade Girls. No full court pressing until the last minute of the second half, only if the score differential is less than 10 points.
- All other grades and levels: Full court pressing is allowed anytime, at all levels, to a 20-point lead.

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

Standings / Tie Breakers:

- Game scores, game schedules and standings will be posted on Tourney Machine. www.tourneymachine.com.
- Round Robin Pool Tie-Breakers:
 - 1) Record
 - 2) Head-to-Head
 - 3) Point Differential (20 point maximum)
 - 4) Total Points Allowed