

# Holiday Hoopfest

## *Tournament Rules*

### Regulation Game:

- 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 and 4th grade girls will play on a 10' high rim with a 12' free throw line. All other grades/levels will play on a 10' high rim with a 15' free throw line.
- 3rd grade boys' & girls' teams will use a 27.5" basketball. All other grades will use a 28.5" basketball, except 8th grade boys will use an official size 29.5" basketball.
- Each game will consist of two 20 minutes halves with a running clock. Clock stops on all timeouts, injuries and all dead balls during the last 1 minute of each half.
- Each team must provide an adult volunteer for the score book or clock.

### Full Court Pressing:

- 2nd Grade Boys and Girls – No Full Court Pressing at any time.
- No Full Court Press at 3rd Grade boys, 3rd Grade Girls and 4th Grade Girls, until the last 30 seconds of regulation or overtime, only if the point differential is less than 10 points.
- Full court pressing is allowed at all other grades and 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 to the second half or overtime.

### 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.) Least Number of Total Points Allowed