



## 2023 Tournament

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### 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 jerseys 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