

Tournament Rules

Winter 22 & 23

The SDHSAA rules governing the game of basketball will be followed with these additions or exceptions:

*** NO PROTESTS ALLOWED. GAME REFEREES CONTROL THE GAME.**

*** Each team must supply either a score keeper or a time keeper per game.**

- * **No zone or press in 3rd & 4th or any mixed division where 3rd and/or 4th grade teams play.**
- * Intermediate size balls will be used in all divisions through 8th grade.
- * High School Divisions will use the appropriate ball for their gender.
- * Full court press is allowed to a 15-point lead. After 15 points, no press is allowed. (5-8th only)
- * All divisions will have 18 minute halves with stopped clock under 2 minutes of second half.
- * Three time outs per game (3 full - 60 second timeouts), **you forfeit one if not used 1st half**
- * 3-minute break at half time as time allows.
- * Tie Breakers Used in this order: Head to Head, Point Differential, Points Allowed, Points Scored.
- * If you feel that Tournery Machine has mis-calculated the ranking you must let the tournament staff know immediately
- * If a player is heard by a ref using disparaging, racist, and vulgar language while playing or on the bench the ref can assess technical fouls as described below.
- * Technical fouls are scored 2 points and the ball out of bounds.
 - a. If two technical fouls are awarded to the bench, THE HEAD COACH is to leave the game.
 - b. If two technical fouls are awarded to the same player, that player is ejected from the game.
- * Intentional fouls are scored 2 points and the ball out of bounds.
- * **First OT** - two minutes. **Second OT** - sudden death.
- * All players scheduled for this tournament will receive free admission. Player must be wearing a jersey with the team name and number indicated and be seated on the team bench for their division.
- * A player may play for more than one team, but cannot play in same grade division.
 - a. A player can only play "up" a grade level.
 - b. No concessions will be made due to conflicts in game times.
- * Please have team ready to play 15 minutes prior to the start of your game in case of early start.
- * All games will start at the top of the hour unless a court is running behind then a 3 minute break between games will
- * All teams must have a basketball and uniforms with properly numbered jerseys.
- * Teams need to supply their own practice balls.

Unsportsmanlike behavior from coaches, players, or fans will not be tolerated and may result in immediate removal from the game/premises.

TIE BREAKERS EXPLAINED IN DETAIL:

NOTE: Tie breakers within TourneryMachine never go back to the top of the tie breaker list. For example, if three teams are tied with Head to Head as the first tie breaker, and all three teams have a 1-1 record against each other, the Head to Head rule doesn't break any ties. The system will then go to the next tie breaker. If the next tie breaker is Pt Diff and Team 1 has a differential of 3, Team 2 has a differential of 2 and Team 3 a differential of 1, then Team 3 will be last, Team 2 second and Team 1 first, even if Team 2 beat Team 1 Head to Head because it was bypassed in the first step and does not go back to the top, even after Team 3 is eliminated by the differential rule.

Head to Head - This breaks ties based on the Record tie breaker (or Points, if points are used) against the tied teams. For example, 3 teams

Pts Scored - The total of a team's score. The higher total wins the tie breaker.

Pt Diff - The differential tie breaker determines the total difference between a team's score versus their opponents'. The largest differential