PLENTYWOOD LION'S CLUB BASKETBALL TOURNAMENT

Regular Montana high school rules will be used with the exception of below:

- 1. We will have two 18-minute halves with a running clock. The clock will stop for free throws and timeouts only. If the score is within 10 points, the clock will stop during the last 2 minutes of the game.
- 2. Players must compete in their own grade classification, with the exception that players in a lower grade may participate in an older division. Players from different schools may play together. All players in current grades 4 8 are eligible to participate. NOTE: Players may play on one team only. Violations will result in disqualification.
- 3. All teams must have uniform shirts with visible numbers on the back. Numbers are also recommended for the front of the jersey.
- 4. Grades 7 & 8 divisions will follow MHSA rules and have no restrictions on the type of defense used and will be allowed to use a full court press at any time, with the exception that once a team is ahead by 30 points or more they will not be allowed to full court press.
- 5. The clock will run if a team is ahead by 30 points at any time in the second half. The clock will only stop for timeouts and injury.
- 6. Zone defenses of any kind are not allowed in grades 4-6 divisions. The first offense will result in a warning and the second offense will result in a technical foul.
- 7. No full-court pressure is allowed in grades 4-6 divisions except if the score is 10 points or less during the last two minutes of the game; then both teams may press. The first offense will result in a warning and the second offense will result in a technical foul. A half-court man-to-man press is permitted.
- 8. Substitution is allowed on dead ball situations only.
- 9. The first overtime period will be two minutes, with the clock stopping as in regular play. Any additional overtime periods will be sudden death and the first team to score will win. Teams will be allowed an extra timeout in each overtime period.
- 10. All teams will be guaranteed three games. A forfeited game, unfortunately, counts as a game for both teams.
- 11. Game time is forfeit time, however, a game may start with a minimum of four players.
- 12. There will be a 3-minute half-time, depending on time availability.
- 13. Roster changes will not be allowed after a team has played their first game.
- 14. Each team must supply their own warm-up balls. Boy's size basketballs are used with the 7^{th} & 8^{th} grade boys only.
- 15. Players are allowed five personal fouls. Teams will shoot free throws on the seventh team foul.
- 16. Teams are allowed three timeouts per game.
- 17. Locker rooms are not available. Players should come dressed to play.
- 18. Concessions will be available in the gym lobby. Outside food and drink is not allowed.
- 19. There will be a daily admission for all spectators and fans.
- 20. Dark-soled shoes which leave floor marks are not allowed.
- 21. In tie breaker situations, the first tie breaker is points allowed in pool or round robin play so defense is important! A second tie breaker would be a coin flip.
- 22. We will make every effort to schedule upper level games in the Multi for a larger playing court, but if the Multi is fully booked we may not have a choice but to schedule you on a smaller side-to-side court. The higher the grade, the higher the priority.