Fundamental Hoops Ken Waldie/Bruce Blood Memorial Tournament Rules

- All Games- 15 minute Stop Time halves with 2 minute halftime.
 - Each team will be allowed (3) 30 sec timeouts per game
- 1 additional timeout for overtime. Timeouts do not carry over.
- Overtime will be 2 minutes long (No ties). 3rd OT is first point wins.
- Players will shoot one-and-one on the 7th foul and two shots on the 10th.
 - Players will foul out of the game on the 6th personal foul.
 - Technical fouls count as personal fouls.
 - Boys 4th 28.5 ball. 5th-8th 29.5 ball.
 - 4th girls 27.5, 5th-8th Girls Games 28.5 ball
 - Any defense allowed in grades 6th-8th.
 - No full court press allowed if up by 15 points.
- 4th and 5th Grade: Man to man half-court defense only. Help and recover defense allowed. Man-to-man full court pressing is allowed in the last 2 minutes of each half. No zones allowed at any time, including during press. 1st offense will be a warning and 2nd offense will be a technical foul (Referee's discretion).
 - No full court press allowed if up by 15 points.
 - If game is more than 20 points with 5minutes to go, game is running time until under.
 - 1st team on schedule (on top or left) is Home team.
 - Teams should arrive 15 minutes prior to their scheduled starting time.

Tie Breakers are as followed:

Pool Record

Head to Head with Teams Tied (must defeat both teams in a 3 way tie)
+/- Points (a max of 20 points per game)
Head to Head (if eliminates 1 team from +/-)
Lowest Pts Against

Coin Toss

Note: There will be no tolerance for poor sportsmanship in the bleachers or on your bench directed towards the officials, players, or anyone else. Anyone asked to leave the gym by an official or the Tournament Director is prohibited from re-entering any of the tournament locations for the rest of the tournament. Coaches are responsible for the conduct of both players and parents.