



# Puyallup Valley Classic Tournament Rules

## GAME RULES FORMAT:

1. We are using high school federation rules for all games, ages and divisions, unless changed below.
2. Zones, presses, double teams, etc. are allowed for all ages except 3rd grade.
3. No 30 second shot clock. 10 second back court rule will be used.
4. A 5-minute grace period will be given before a game is forfeited. The forfeit goes as a 15-0 win with regards to tie breakers.
5. If needed, each team must provide one person to be the official scorekeeper or clock operator.

## GAME TIME:

1. Two, 20 minute running clock halves unless otherwise stated.
2. Stop clock last minute of the first half, last two minutes of the second half unless a team is ahead by 20 points.
3. Halftime will be 3-minutes.
4. Clock stops on all timeouts.

## TIMEOUTS:

1. Three full time outs per game.
2. Clock will not start on a free throw until ball is back in play. (Not when player is handed the ball by the referee)
3. Timeouts do not carry over to overtime. Each team will be given one timeout in the first overtime
4. No timeouts in the sudden death overtime

## OVERTIME:

1. First overtime is 3-minutes—2-Minute running clock and 1-Minute stop clock.
2. Second overtime is sudden death: First team to score—No Timeouts
3. Championship Game only will not end in Sudden Death play. The game will continue to play using 3 minute overtime(s) till a team wins. Time outs do not carry over. One timeout per overtime.

## PRESS ON/OFF RULE:

1. Teams may full court press until they are ahead by 15 points. (no press in 3rd grade)
2. Teams may return to full court pressing once the score drops below 15 points.
3. Half court pressing or half court trapping is allowed at all times.



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## WARM-UPS AND HALFTIME:

1. Each team will get 5-minutes to warm-up before their game.
2. Halftime will be 3-minutes.
3. Tournament director may change the length of warm-up and half times if deemed necessary.

## FOULS AND TECHNICAL FOULS:

1. Players will be disqualified on the 5th personal foul.
2. One and one will be shot on the 7th team foul of each half.
3. Double bonus will be shot on the 10th team foul of each half.
4. Technical fouls will result in two points and loss of possession of ball.
5. Technical fouls count as team fouls, and personal fouls.
6. Flagrant/intentional fouls are same as technical fouls.

## BALL SIZE:

1. 3rd, 4th, 5th & 6th grade teams will use the 28.5 size ball.

## GAME JERSEYS:

1. Teams listed on the bottom of the schedule or on right will be the designated home team and will wear their light-colored uniform. Visitors will wear their dark-colored uniform. (Exception – if referees and visiting coaches agree then game may be played anyways)

## GAME DISPUTES:

1. In the event of a dispute from any of the head coaches, the dispute will be resolved by the tournament director. Any dispute must be brought up immediately following the end of the game.
2. Coaches will not be allowed to file protests.

## TIE BREAKERS:

1. First tie breaker is head-to-head results.
2. Second tie breaker is point differential (15 point max per game). After 1st place is established then head-to-head applies (for 2nd, 3rd, etc.)
3. 3rd tie breaker is team with least points allowed.
4. If still tied, coin flip will be used.



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## SPORTSMANSHIP:

1. Coaches are responsible for the conduct of their team and fans.
2. Officials or the tournament director may remove any player, coach, or fan whom he or she feels is demonstrating unsportsmanlike conduct. There are no refunds to anyone who is removed from the gym.
3. Anyone receiving two technical or flagrant fouls (player or coach) in a game will be removed from the gym and will not be allowed to participate in the remainder of that tournament (Tournament director has the right to make a ruling).
4. Any fan asked to leave the gym will be banned for that game and any other amount of time the coordinator feels fit.

## PLAYERS:

1. Players may play up a grade but never down a grade.
2. Players may only play on one team, one grade and only play in one age division. Tourney exception to this rule: The director approves a player to play on 2 teams (not in the same grade or division). Must be approved prior to the start of the tournament. Players may only play on one team per division.
3. Teams having multiple grades on their team must play at the highest grade level. Example: You have nine 5th graders on your team and one 6th grader you must play in the 6th grade division.

## AWARDS:

1. The champion of each division will receive t-shirts.
2. The first and second place team of each division will qualify for the Washington Middle School State Championships in Spokane.

## MISC:

1. Tournament Directors reserve the right to make any decision we feel fair and appropriate should an issue arise not covered in the rules above.

## ADMISSIONS & CONCESSIONS:

1. Three people for each team will be allowed free admission and will be required to sign in when they arrive. These three people will likely include the head coach, assistant coach, and the required scorekeeper/clock operator for each team.
2. Gate charge of \$10 each day for all spectators, \$5 for seniors and students ages 7-18. Children 6 and under are free. Cash or Venmo payment will be available at each location.
3. Concessions will be sold at some locations but not all.