



Tournament Rules

Regulation Game:

- 1st/2nd Grade Combo Boys will use a 27.5" basketball and will play on a 9' rim with a 12' free throw line. No stealing off the dribble is allowed. Only stealing passes is allowed.
- 2nd Grade Boys & 2nd/3rd Grade Boys Combo Division will use a 27.5" basketball and will play on a 9' rim with a 12' Free Throw Line. No stealing off the dribble. Only stealing passes is allowed.
- 3rd Grade Boys and 3rd/4th Grade Combo Girls will use a 27.5" basketball and will play on a 10' high rim with a 12' free throw line.
- 4th Grade Girls will use a 28.5" basketball and will play on a 10' rim with a 12' free throw line.
- All other grades will use a 28.5" basketball and will play on a 10' high rim with a 15' Free Throw Line. The only exception is 8th grade boys will use an official size 29.5" basketball.
- All games will consist of two 20-minute halves with a running clock. The clock will stop on all dead balls, timeouts and injuries during the last minute of each half. If the score differential is 15+ points in the last minute of the second half, the clock will not stop, except for timeouts or injuries.
- Each team must provide an adult volunteer for scorebook and/or clock.
- Halftime is 3 minutes in length.
- Each team must provide an adult volunteer for the score book or clock.
- Free Throws: 1-and-1 on the 7th foul of the half. Two shots on the 10th foul of the half

Full Court Pressing:

- 1st/2nd Grade Combo Boys – No Full Court Pressing at any time.
- 2nd Grade Boys, 2nd/3rd Grade Combo Boys – No Full Court Pressing at any time.
- 3rd Grade Boys, 3rd/4th Grade Combo Girls and 4th Grade Girls - No full court pressing until the last minute of the second half, only if the score differential is less than 10 points.
- All other grades and levels: Full court pressing is allowed anytime, at all levels, to a 20-point lead.

Time Outs:

- Each team will receive 1 full 60 second time out and 1 – 30 second time-out per half, no carryover to the second half or overtime.

Overtime:

- The first OT will be two minutes, with the clock stopping on all timeouts, injuries and all dead balls in the last minute of overtime.
- If the game remains tied after the first overtime, all future overtimes will be sudden death 4-minute overtime periods, with the clock stopping on all timeouts, injuries and all dead balls in the last minute of the sudden death overtime. The first team to score in sudden death OT wins the game.
- Each team gets one 1 full 60 second timeout in each OT period; no carryover.

Standings / Tie Breakers:

- 2-Way Ties are broken by head-to-head game results.
- 3-Way Tie-Breakers
 - 1.) Point Differential (20 point maximum)
 - 2.) Least Number of Total Points Allowed