

Tournament Structure

- Teams will play in a round-robin (playing every other team in division), or in some divisions a partial round-robin
- Some divisions with many teams may be divided into pools and a round-robin will be played within the pool
- A single-elimination tournament will be played following round-robin play
- Seeding in the tournament will be determined from round-robin play, as described in a separate document describing the seeding process.

Conduct

- An official will be provided for all games
- Badgering officials will result in immediate game disqualification. A WARNING IS NOT NECESSARY
- Any disputed discussions based on rules (not judgment) will be resolved by the Tournament Director and Lead Referee
- Tournament officials may remove players and/or teams from the tournament for flagrant or continuous misconduct
- This is a family event. No profanity or abusive behavior toward officials, tournament administrators, or each other will be tolerated from players or fans.
 - Players/fans violating this rule will be ejected for the duration of the tournament
 - Unruly fan or player behavior may also result in games being stopped and potential forfeit if deemed necessary
 - If a fan or parent is ejected from the tournament, the player associated with the fan or parent will be ejected as well for the duration of the tournament
 - If an entire team is ejected, there will be no refund of tournament entry fees

Teams

- Teams will be divided into school grade and gender divisions
- Co-ed teams will play in the boys division
- Teams/Individuals may “play up” to an older division if desired
- Rosters will be confirmed/modified at the information desk prior to the beginning of the tournament
- A roster may contain a maximum of four players
- No roster changes after the tournament begins. Rare exceptions may be made by tournament officials in cases where an injury reduces the number on a team to less than three.
- Teams are not required to have matching shirts
- High School teams may include anyone currently enrolled in high school (or lower grades) and anyone turning 19 after August 1 of the current year.

Participation

- A game may be started and continued with a minimum of two players
- Players are not permitted to wear jewelry or hats during competition

- When a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody uniform is changed. If no substitute player is available, the team may take their one minute timeout and will also be allowed an extra minute to get the player ready to play again. Otherwise, the team may continue to play with two players until the injured player can return.
- A player may participate in one division on one day and “play up” on the other day. Girls may play in both the 7th/8th division and High School division and there will not be a conflict. Other than that, players are allowed to participate in multiple divisions, BUT NO GUARANTEES ARE MADE REGARDING TO SCHEDULING TO AVOID CONFLICTS. It is suggested that a player playing in two divisions on Saturday have a 4th player on at least one of the teams in case there is a conflict.

General

- You may bring your own basketballs to warm up with if you want. We will provide two basketballs.
- Alcohol/tobacco products/drugs are not allowed on school property
- Tournament officials shall have the power to make decisions on any points not specifically covered in these rules, and shall also have the complete authorization to interpret the intent and purpose of these rules.

Start of Play

- Games will not start ahead of the scheduled time unless the court is available and both teams agree to start. If a team wants to wait until the scheduled time to allow for spectators to arrive, that will be allowed.
- Teams not ready to start the game at the scheduled time will be penalized one point every minute (one point added to opponent’s score), until ten minutes, at which time the game is forfeited. In addition, after three minutes of delay, one minute will be removed from the game clock for every additional minute late and the offending team will not be allowed to take a timeout during the game. For instance, a team being seven minutes late would result in the opponent being awarded seven points, four minutes removed from the game clock, and the team’s timeout removed.
- Team to get the ball first is noted on schedule
- There will be three minutes allowed from the end of the previous game to the start of the next game. If the games are running behind schedule, this will be reduced to a minimum of one minute
- If a team is scheduled to play back-to-back games, a minimum of five minutes will be allowed between games
- Please monitor the games on the court you are to play on next and be ready to take the court at the conclusion of the preceding game.

Game Duration

- Games will be played to 30 points (22 for 4th, 5th, and 6th), with a 16 minute maximum
- The team leading after 16 minutes will be declared the winner
- When the scoreboard clock is not being used, the Timekeeper/Scorekeeper will announce when there are three minutes left (“3 MINUTES”), one minute left (“1 MINUTE”), and when time has expired (“TIME”)

- Teams are allowed one timeout per game (1 minute)
- A running clock will be utilized, with the exceptions below
- Clock will stop for timeouts or a severe injury time
- During the last minute of play, the clock will stop for shooting fouls, unless one team is ahead by more than 10 points

Tied Games / Overtime

- If the game ends in a tie after regulation time, there will be a two minute overtime period
- Alternating possession indicator will carry into each overtime period (no reset), similar to the transition after quarters in regular high school games
- In bracket play, ties at the end of the two minute overtime period will result in successive one minute periods until the tie has been broken
- Pool games will be declared a tie after one two minute overtime period if still tied
- No timeouts
- Team foul totals extend into overtime
- Clock will stop on shooting fouls
- If a team reaches the maximum point total during an overtime, the game is over and that team is the winner

Game Play

- Games will be played on half of normal court
- Scoring will be one point for a free throw, two points for a field goal from inside the three point arc, and three points for a field goal from beyond the three point arc (7th grade and above)
- No dribble by the offense after a “checked” ball until one pass is made. A defensive team may not touch a first pass after checked ball outside the arc (i.e. must allow first pass outside the arc).
- Ball must be “checked” at the top of the key after a stoppage of play (turnover, out of bounds, made basket). No “inbounds” from the side or baseline.
- The ball is “checked” by a defensive player passing the ball to an offensive player who is standing at the top of the key outside the three-point arc
- No “Make It Take It”: the ball changes possession after each scored basket
- On a change of possession (steal, rebound, etc.) the defensive team must take the ball outside the three-point arc (“take it back”) to establish itself as the offense. Even on a shot not making contact with the rim or backboard (an “air ball”), the defense must take the ball outside the arc.
- “Taking it back” means establishing both feet on the floor behind the three-point arc while in possession of the basketball.
- A basket scored without taking the ball beyond the three point arc first will NOT count for either team. Possession will be given to the non-shooting team.
- Substitute at dead balls, including made baskets
- Alternating possession on all jump ball situations will be in effect
- Mid-court line is an out-of-bounds line
- Alternate out-of-bounds boundaries may be marked along the stage side of the Elementary gym

- Slow Play: There will be no shot clock. However, it is a violation to "stall" or attempt to "freeze" the ball during play. Teams are expected to develop their own pace of play and maintain this throughout the contest. Holding the ball or stalling will result in a turnover to the opposition.

Fouls

- Players will not foul out of a contest
- Bonus ("1 & 1") after seven team fouls
- After the tenth team foul the opposing team will be awarded ONE point and possession
- All TECHNICAL and INTENTIONAL fouls will result in one point and possession for the opposing team. (Ejection of player may follow)
- High school rules apply on free throws (including entering the lane once the shot leaves the shooter's hand, shooter must wait until the ball hits the rim)

Division Differences

- 4th will use 9 foot baskets
- 4th will shoot free throws from 13 foot line
- Defensive pressure will not be allowed outside the arc in 4th. If a defensive player touches a ball outside the arc after establishing himself/herself outside the arc (feet last touched the floor outside the arc), the ball will be given back to the offensive team and checked at the top of the key. The "slow play" rule above will be in effect to prevent an offensive team from keeping the ball outside the arc for an extended time.
- 7th/8th and High School Boys divisions will use size 7 (29.5") ball. Other divisions 6th and above will use size 6 (28.5"). 4th and 5th will use size 5 (27.5").
- Three point line (arc) will not be used for 4th, 5th, and 6th. Shots made from beyond the arc will be awarded two points.
- 4th, 5th, and 6th games will be maxed at 22 points. 7th/8th and High School will be maxed at 30.