

**Divisions:**

The tournament will consist of the following boys and girls divisions:

- a) 2<sup>nd</sup> Grade
- b) 3<sup>rd</sup> Grade
- c) 4<sup>th</sup> Grade
- d) 5<sup>th</sup> Grade
- e) 6<sup>th</sup> Grade
- f) 7<sup>th</sup> Grade
- g) 8<sup>th</sup> Grade
- h) 9<sup>th</sup> and 10<sup>th</sup> Grade
- i) 11<sup>th</sup> and 12<sup>th</sup> Grade

**Tournament Format**

Once teams are registered for the tournament in a certain division, they will be assigned to smaller groups within their division called pools. The number of pools within a division is based on the number of teams registered. Teams within a pool will have scheduled games against other teams in their pool (and in some cases, teams in other pools). Upon completion of pool play, in which each registered team will have 3 games, teams can earn their place in the single elimination playoff. The number of qualifying teams in the single elimination tournament will be determined by the tournament administration. The team that wins the single elimination playoff will be crowned champions of that division.

**Tiebreaker Steps**

In some cases, teams will have identical records at the end of pool play and will need to use the following steps to determine which team earns a place in the single elimination playoff:

- Step 1 – Result of head-to-head competition.
- Step 2 – Greater point differential in games completed in pool play.
- Step 3 – Coin Flip

**Tournament Administration Authority**

Tournament administration will have the power to make all decisions on any points not specifically covered in the Rules and Regulations. They shall have the authority to interpret the intent of the rules and regulations. Tournament administration has the right to disqualify any player and/or team for infractions of tournaments rules or behaving in a manner that would warrant so.

**Game Administration****Number of Players**

Each team must have a minimum of 3 players and may consist of a maximum of 5 players. A team shall have no more than 3 players on the court at a time. All games must start with 3 players on the court, but a game may be finished with less than 3 (due to injury or other circumstances).

**Game Times**

Game schedules are subject to change, at the sole discretion of tournament administrators. Teams will report to the tournament information table upon arrival and will be provided with game times, courts, revisions, and general information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5-minute grace period before a forfeit is enforced.

**Basketball Size**

Divisions will follow the below criteria for basketball sizes:

2<sup>nd</sup> and 3<sup>rd</sup> Grade: Size 5 (27.5")

4<sup>th</sup> and 5<sup>th</sup> Grade & All other girls Divisions: Size 6 (28.5")

All other boys Divisions: Size 7 (29.5")

**Basket Height**

The basket height will be 10 feet for all divisions except for the 2<sup>nd</sup> and 3<sup>rd</sup> grade divisions, where the basket height will be 9 feet.

**Boundaries**

The boundary lines containing half of the court will be used to determine out of bounds. The ball crossing over the top of the backboard shall also be considered out of bounds.

**Timeouts**

Each team is allowed a single 1-minute timeout per game. The 22-minute game play clock will continue to run during this timeout period. Timeouts are not permitted in the final 3 minutes of play.

**Free Throw Shooting Distance**

The distance for all free throws will be 15 feet in all divisions.

## **Game Rules**

### **Scoring**

Baskets made from inside the 2-point arc count for 1 point. Baskets made from outside the 2-point arc count for 2 points. A player is considered outside the 2-point arc when neither foot is inside nor touching the arc. Each free throw counts for 1 point.

### **Length of Game**

The first team to reach 20 points within the 22-minute game play clock period will be declared the winner. The team that reaches 20 points does not need to have a winning margin of 2 points or greater. If no team reaches 20 points within the 22-minute game play clock period, the team with the most points wins the game.

The 22-minute game play clock is not stopped for timeouts or injuries.

*\*Note that timeouts may not be taken during the last 3 minutes of play.*

### **Overtime**

When a game is tied at the end of the 22-minute game play clock period, overtime will be played. The team that lost the coin toss to start the game will be awarded the first possession. In overtime, the first team to score 2 points is the winner.

### **Which Team Receives the Ball First?**

A coin toss prior to each game determines which team gets the ball. The team that wins the coin toss will be awarded the first possession of the ball.

### **Jump Ball**

The alternating possession arrow will be in favor of the team that started the game on defense. Each jump ball situation during the game will use this alternating possession arrow.

### **Change of Possession**

The ball must change possession after scored baskets and after all free throw attempts, with the exception of a technical, Intentional or Flagrant foul. There is no “make it, take it” rule.

### **Checked Ball**

The ball must be “checked” by an opposing player before it is put into play. The “check-in” must occur behind the top of the arc. The on-ball defender is not permitted to pressure the player passing the ball in play (3 feet distance). The ball must be passed to a teammate to become live.

### **Taking it Back**

The ball must be “taken back” outside the 2-point arc on each change of possession, regardless of whether or not a shot was attempted. The ball is considered behind the 2-point arc when neither foot of the player possessing the ball is inside nor touching the arc. A take back violation occurs as soon as the player attempts a shot and results in loss of possession and nullifies any points scored from that possession.

### **Fouls**

Common fouls: Referees will call fouls during games. All non-shooting fouls, including offensive and team control fouls, shall result in 1 free throw. A made basket shall not count when an offensive foul occurs.

If the fouled player is in the “act of shooting” and the shot is missed, the player will be awarded 1 free throw on a 1 point try and 2 free throws on a 2 point try. If the 1- or 2-point try is made, the basket counts, and the fouled player will receive 1 free throw. During a free throw, all players must stand behind the free throw line and outside the 2-point arc. An opposing player that intentionally disrupts the shooter’s free throw, which is missed, entitles the shooter to another free throw at the discretion of the referee. A change in possession will result following the last of any free throws, regardless of whether the last free throw is made or missed.

*\*Intentional Foul:* This foul is an act by a defensive player that is not a legitimate effort to directly play the ball or while attempting to play the ball, results in excessive contact.

*\*Technical Foul:* This foul includes, but is not limited to, unsportsmanlike acts such as taunting, baiting, or trash talk by a player or coach and inappropriate comments directed at a referee.

*\*Flagrant Foul:* This foul includes, but is not limited to, an act that is considered violent or aggressive and displays unacceptable conduct. A player committing a flagrant foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament, as determined by the tournament administration.

*\*Intentional fouls, Technical fouls, and Flagrant fouls all result in 1 free throw AND possession of the ball.*

### **Ball Out-of-Bounds**

Any ball out of bounds will be taken out from behind the designated line above the 2-point arc and not from any out-of-bounds line (see “Checked Ball” procedures).

### **Stalling**

Stalling is prohibited at all times. Stalling involves a style of play in which a team does not actively attempt to advance to the ball toward the basket and shoot the ball at the basket. This is a method that a team could use to run out the 22-minute game clock when they are leading to preserve a win. Stalling is considered illegal and a; 1) verbal warning will be issued by the referee when noticed and if no game action is changed; 2) a loss of possession will result every time thereafter.

### **Substitutions**

Substitutions are unlimited but may only be made during a timeout or a “dead ball” situation. Substitutions must be made from the team’s bench area and the substitute must be allowed to enter the game with permission of the referee.