

GAME RULES & REGULATIONS



Game Rules and Regulations

1. All games will be played under the current Basketball Rules Book of the National Federation of State High School Associations with the exceptions noted below.
2. All teams should be ready to play at game time, as game time is forfeit time. There is no waiting period. All games will start as scheduled unless there is a delay from the previous game. We reserve the right to shorten warm up time due to delay from the previous game.
3. 3-point shots will be allowed at gyms that have been lined.
4. Full court press allowed in 6th grade or higher divisions except as noted on the next line:
 - 6th Grade Division - NO backcourt pressure allowed for teams with a 15 point lead.
 - 5th Grade Division and below - NO backcourt pressure the whole game.
5. Players are allowed to play for only one team, and listed on only one roster. Failure to comply can lead to disqualification from the tournament.

Game Times

1. Twenty (20) minute running halves for 5th grade and below.
 - a. Stop time during the last two minutes (unless the point spread is > 20).
2. Four 7-minute quarters for 6th thru 8th grade divisions stop time.
3. Four 8-minute quarters for 9th thru 12th grade divisions stop time.
4. 1-minute break between quarters. 5-minute break at halftime.
5. 10-second backcourt rule in effect.
6. No shot clock will be used.

6 Team Division: Standings for a single 3 team pool will be determined by:

- 1) Best won/lost record
- 2) Tie Breakers
 - a. Most quarters won determines winner.
 - b. If 2 teams tie with quarters won, head to head winner.
 - c. If 3 teams tie with quarters won, total points scored. Most points win.
 - d. Head to head between remaining teams determine 2nd and 3rd place in pool.

Free Throws

1. Players can enter the lane only when the ball touches the rim.

Time-Outs

1. Jamborees (5th grade and below): **Three** (3) one-minute time-outs per game, no carryover to overtime.
2. 6th Grade and above:
 - **Three** (3) one-minute and **two** (2) 30-second time-outs per game, no carryover to overtime.
 - Overtime: **one** (1) one-minute time-out in each overtime period, no carryover to 2nd overtime

Overtime

1. Overtime play will begin with a jump ball.
2. First Overtime Period - 3 minutes stop time.
3. Second Overtime Period - Sudden Death, first team that scores 1 point or more wins.
4. No sudden death in Championship Games. All overtime periods will be three (3) minutes, stop time.

Team fouls

1. 7th foul of each half: 1-1 shots
2. 10th foul of each half: 2 shots
3. Team fouls will carryover to overtime period.

Protests

1. The Gym Commissioner will handle any protest regarding play and their decision will be final.
2. Protest of the Referee judgment calls cannot be protested, as their calls are final.

Technical Fouls

When a technical foul is called, the opposing team will automatically be awarded 2 points and will receive possession of the ball.

1. Two Technical Fouls on a player or Coach and they will be ejected from the gym.
2. Three Technical Fouls on a team ends the game as a loss.

**NO UNSPORTSMANLIKE CONDUCT WILL BE TOLERATED
NO RESCHEDULING OR RETURN OF ENTRY FEES WILL BE PERMITTED IN THE EVENT OF
FORFEITURES OR TEAMS THAT TECHNICALLY FOUL OUT OF THE GAME.**