



Game Time	16 Minute halves. 6 th grade and younger – 14 min halves. Overtime – 2 min. After two OTs, director discretion – 1 min OT or sudden death.
Time outs	3 Timeouts per game. One additional for each OT
Bonus Shooting	10 Fouls = 1 and 1, 13 fouls = 2 shots
Game Play	Each team will get a 4 min warmup and 3 min half-time. Home team is required to wear light or have 2 sets up uniforms available.
Personal Fouls	A player is disqualified at 6 fouls.
Mercy Rules	2 nd half only – 20 pt lead results in running time until lead falls below 20. No pressing in 2 nd half if lead is above 20, all ages.
Game Ball	Officials will choose game ball. 29.5 for 7 th grade and above. Girls divisions, boys 6 th grade & below will use a 28.5 unless both coaches agree otherwise.
Girls Tournaments	Will count :10 in the backcourt.
Genders	All divisions are gender specific. Boys play in the boys divisions and girls play in the girls divisions, only.
Technical/Ejection	First technical, coach must sit on bench the remainder of the game. 2 nd Technical, coach must leave the gymnasium. If an ejection occurs, that coach or player, will have to miss their next game unless tourney directors decides otherwise.
Bench Personnel	Each team can only have their head coach, (2) assistant coaches and players on the bench. Two coaches per team allowed entry to tourney.
Protest	All teams should have proof of age/grade with them at all times during the tournament. Protests can only be made by the head coach, and must occur before the game starts.
Pressing/Zone Def	3 rd – 5 th grade – pressing and zone only allowed in 2 nd half. No pressing when lead is above 20. If both coaches in game agree to press/zone in full game, they can do so, but must communicate with officials beforehand. 6 th and above do not have any restrictions
Player Participation	A player is allowed to play on a 2 nd team in the same tournament as long as said player is of proper grade/age and its with the same organization. A player cannot play on two teams in the same grade-division regardless of organization.
Team/Fan Conduct	All players, coaches, parents and spectators must act in a respectful and appropriate manner towards the facility, opposing teams, staffing and officials. Anyone in violation of conduct issues can be asked to leave premises and may also put their team in jeopardy – via technical fouls or removal from tournament.
Game Start Time	15 minute grace period for teams running late unless otherwise approved by director and opponent. If 5 players are available to play the game, the game must begin with 5 at the appropriate game time. Coaches running late, should ask a parent or assistant coach to fill in until they arrive.