

BALLIN' ON THE BAY

GAME PLAY RULES

All games will follow NFHS rules with the exception of the following:

- Game times for 6th Grade and under will be 16-minute halves, running clock with the exception of the last 2 minutes of the 2nd half.
- Game times for 7th Grade and older will be 18-minute halves, running clock with the exception of the last 2 minutes of the 2nd half.
- Clock will stop during timeouts and free throws.
- Overtime periods will be two (2) minutes for the first overtime and will be one (1) minute for each additional overtime period.
- Teams will be given two (2) full timeouts per half. Each team will receive one (1) timeout for each overtime period. There will be no rollover timeouts.
- Free Throws: Teams will enter the bonus (1 & 1) at the seventh (7th) team foul and enter the double bonus (2) at the tenth (10th) team foul.
- Clock will continue to run (including during free throws) once a team leads by 25 points and will revert back to standard timing once the lead is reduced to 10 points. In this case, the clock will only stop during a time-out.
- The Varsity and 10th grade divisions will use a 35-second shot clock for both Boys and Girls divisions. The shot clock will follow NFHS protocol. On offensive rebounds or kicked balls in the frontcourt, the shot clock will reset to 35-seconds. There is no 5-seconds closely guarded count in divisions using the shot clock.

GENERAL RULES

- **TEAM CHECK-IN:**
 - All teams must check-in at least 60 minutes prior to the start of their first scheduled game. Teams that play in the first time slot on Saturday may check-in after their scheduled game.
 - All players and coaches must be present during Team Check-In.
- **GAME TIMES:**
 - Games will be on a 60-minute schedule. Only the first game of each day will be afforded a 15-minute grace period. All other games will start at the scheduled game time with tardy teams subject to forfeit. Exceptions will be considered at the tournament director's discretion.
 - For games that run over, the following game will be afforded a three (3) minute warm up period prior to tip-off.
 - Halftime will be three (3) minutes.

- **PROTEST PROCEDURES:**

- Any team wanting to protest another team's roster/player must do so prior to the start of that game to the tournament director. Protests will cost \$100 cash (refunded if protest is upheld) and must be paid prior to the protest taking place. The protest must come from a non-athlete member listed on the official roster for this event.
- Should a protest be successful, the player in question will be deemed ineligible for that team.

- **TEAM ROSTERS:**

- Rosters are limited to fifteen (15) eligible players and three (3) coaches.
- Players may only play for one (1) organization of the same name. Players may play on up to two (2) teams within the same program, provided the player meets the grade & age requirements for eligibility.
- Teams found in violation of the eligibility rules are subject to forfeit.

- **CONDUCT / EJECTIONS:**

- Any coach ejected for fighting will be ineligible to coach for the remainder of the tournament.
- Any player ejected for fighting will be ineligible to play in the team's next game.
- Fans engaging in fighting will be removed from the facility and that team may be subject to dismissal from the tournament at the Tournament Director's discretion.
- Any coach or player that is ejected from a game for unsportsmanlike behavior (not fighting) will be deemed ineligible for that team's next scheduled game. The Head Coach may appeal that decision by contacting the Tournament Director no later than sixty (60) minutes following the end of that game.
- Any coach or player that is ejected a second time will be ineligible to participate for the remainder of the tournament.

- **EQUIPMENT / UNIFORMS:**

- All Girls divisions will use a size 28.5 basketball. Boys' divisions 6th Grade and lower will use a size 28.5 basketball. Boys' divisions 7th Grade and higher will use a size 29.5 basketball.
- Home teams will wear light colored jerseys. Away teams will wear dark colored jerseys.
- Home teams will provide a game ball and a bookkeeper (if applicable). The tournament will provide clock keepers and an official scoresheet.

- **POOL PLAY TIEBREAKERS:**

- Wins/Losses via forfeit will be scored 15-0.
- In any situation where two (2) teams are tied, head-to-head competition between the teams will determine the winner.
- If more than two (2) teams are tied, point differential will serve as the tiebreaker. Point differentials will be calculated as the difference in scores for all games played. There is a maximum point differential of fifteen (15) points for each game played (i.e. if your team wins 50 - 20, the point differential for this game will be +15).
- If two (2) teams are still tied after the point differential equation is applied, then head-to-head will be applied for these two (2) teams.
- If there are more than two (2) teams still tied after the point differential equation is applied, then points scored will be used to determine the tiebreaker.
- If there are more than two (2) teams still tied after the points scored is applied, a coin toss will be used to determine the tiebreaker.

● **BRACKET PLAY:**

- Divisions with more than twelve (12) teams for a grade level will have separated bracket play. The top two (2) teams from each pool will play in the Gold Championship Bracket and the bottom two (2) teams from each pool will play in the Silver or Bronze Bracket. For pools with an odd number of teams, the last place team will play in the Silver or Bronze Bracket.
- Boys' Varsity division will have three (3) brackets: Gold, Silver, and Bronze. The top seed from each pool will play in the Gold Bracket, the 2nd place seed will play in the Silver bracket, all remaining seeds will play in the Bronze bracket.
- Divisions with twelve (12) or less teams will have one (1) bracket for the Championship.

PLAYER ELIGIBILITY

2nd Grade: Player must be in 2nd grade or under as of 10/1/2025 and not turn 10 prior to 9/1/2026.

3rd Grade: Player must be in 3rd grade or under as of 10/1/2025 and not turn 11 prior to 9/1/2026.

4th Grade: Player must be in 4th grade or under as of 10/1/2025 and not turn 12 prior to 9/1/2026.

5th Grade: Player must be in 5th grade or under as of 10/1/2025 and not turn 13 prior to 9/1/2026.

6th Grade: Player must be in 6th grade or under as of 10/1/2025 and not turn 14 prior to 9/1/2026.

7th Grade: Player must be in 7th grade or under as of 10/1/2025 and not turn 15 prior to 9/1/2026.

8th Grade: Player must be in 8th grade or under as of 10/1/2025 and not turn 16 prior to 9/1/2026.

9th Grade: Player must be in 9th grade or under as of 10/1/2025 and not turn 17 prior to 9/1/2026.

10th Grade: Player must be in 10th grade or under as of 10/1/2025 and not turn 18 prior to 9/1/2026.

Varsity Division (11th & 12th Grade): Player must be in 11th or 12th grade or under as of 10/1/2025 and not turn 20 prior to 9/1/2026.

If a player exceeds an age limit for any grade level, that player must play at the next highest grade level in which their age meets the requirement.

AGE EXCEPTIONS TO PLAY DOWN A DIVISION

Grade as of 10/1/2025	Requested Grade	Birthdate Requirements
4 th Grade	3 rd Grade	Born 9/1/2016 or after
5 th Grade	4 th Grade	Born 9/1/2015 or after
6 th Grade	5 th Grade	Born 9/1/2014 or after
7 th Grade	6 th Grade	Born 9/1/2013 or after
8 th Grade	7 th Grade	Born 9/1/2012 or after
9 th Grade	8 th Grade	Born 9/1/2011 or after

10 th Grade	9 th Grade	Born 9/1/2010 or after
11 th Grade or 12 th Grade	10 th Grade	Born 9/1/2009 or after

All players must meet the grade-level or age-exception criteria and present a copy of their birth certificate and current-year report card for verification. Report cards must include the player's name, school name, current grade, and current school year.



ADMISSION:

MOBILE CONVENTION CENTER



DAILY PASS:

BALLIN' ON THE BAY

SHOWCASE TOURNAMENT

Saturday:

Ages 7 & up

\$25

Sunday:

Ages 7 & up

\$25

MOBILE, ALABAMA