



GAME RULES

Game Time and Grace Period

Each team is responsible for being at the gym at least 30 minutes before their scheduled game. There will be a 10-minute grace period allowed for any game (subject to change by the Site Director). At least five (5) players and one (1) coach must be present to begin a game. Warm-up time is three (3) minutes before the game. Halftime break is two (2) minutes.

Game Timing

Games are scheduled by the hour and may start early if the previous game ends early. Each game consists of two (2) 20-minute halves. A running clock will be used throughout the game, except during the final one (1) minute of each half when the clock will stop, unless the lead is 15 points or greater.

Jerseys and Home Team

The home team is listed second (or on the bottom) of the schedule. The home team must wear light-colored jerseys. All teams must bring both light and dark jerseys. Jerseys must have numbers on both the front and back and must be clearly distinguishable from opponents.

Tie Breaker Criteria (In Order)

Head-to-head: If two (2) teams are tied, the winner of their matchup advances.
Point differential (maximum +15 per game): Used if more than two teams are tied or if tied teams did not play each other.
Point differential is calculated after each pool play game.
If a team wins by more than 15 points, only +15 point differential will be awarded.
Total points against: The team that allows fewer points advances.
Total points scored: The team with more points scored advances.
Coin flip: Final option if all other criteria are tied.

Fouls and Free Throws

Players are disqualified after five (5) personal fouls. Team fouls result in two (2) free throws beginning at seven (7) fouls per half. The clock will run during free throws except during the final one (1) minute of each half.

Overtime Rules

Overtime periods are three (3) minutes.

The clock will run until the final one (1) minute, then become a stopped clock.

Each team is allowed one (1) timeout in overtime.

Timeouts from regulation do not carry over into overtime.

Timeouts

Each team is allowed three (3) timeouts per game.

All timeouts are 45 seconds.

Timeouts do not carry over into overtime.

Mercy Rule

If a team leads by 15 points or more, the clock will not stop in the final minute of either half.

Ball Size

All girls divisions will use a 28.5 basketball.

Boys 3rd–5th grade / 9U–11U divisions will use a 28.5 basketball.

Boys 6th grade / 12U and up divisions will use a 29.5 basketball.

In 3rd–5th grade boys divisions, if both coaches agree, a 29.5 basketball may be used.

Pressing

Pressing is allowed at all grade levels.

For 3rd, and 4th grade, pressing is allowed only in the second half.

No pressing is allowed at any grade level when a team leads by 20 points or more.

Defense Rules

For 3rd and 4th grade, in the first half, only half-court man-to-man defense is permitted.

In the second half, full-court and zone defenses are allowed.

Forfeit and No-Show Policy

Any team that forfeits a game will not advance from pool play.

A team that does not show for a scheduled pool or playoff game without contacting the Site or Tournament Director by the evening prior will receive a warning.

A second warning will result in the team being prohibited from participating in future SAFE Basketball events.

Authority Clause

The Site Director and/or Tournament Director has final discretion on all rulings, including tie-breakers.

These rules are designed to keep games fair, consistent, and on schedule while maintaining a Safe Atmosphere For Everyone.