



Tournament Rules

Warmups: 5-minute warmups or more if allowable

Tip Off: We will allow a 10-minute grace period and then you will forfeit the game

Game Time: Two 16-minute halves with running clock for all divisions except during CLOCK STOP RULES

Clock Stops Rules: 1st Half (last 10 seconds) & 2nd Half (last 5-minutes depending on the lead)

- 9u, 10u & 11u Divisions: 6 point lead or less
- 12u thru 17u Divisions: 10 point lead or less

Half Time: 2 min halftime unless officials determine games are behind, then it's their decision

Time Outs: (3) 30 second timeouts per game, can carry over to overtime

- Ball can be moved to half court by the team that calls the timeout

Overtime: 2-minutes, clock stops on every whistle, each team awarded 1 timeout + any that carry over

Technical Fouls: Automatic 2 points & the ball. 2 technicals result in an ejection from that game

Tie Breaker: 1st Head- to-Head, 2nd Point Differential, 3rd Points Scored, 4th Points Allowed, 5th Coin Flip

Score Keepers: Both teams provide a scoreboard operator & scorebook keeper for each game

Home Team: Team listed 2nd is the home team and wears white/light uniform

28.5 Basketball: 9u / 3rd Grade – 12u / 6th Grade Boys & all Girls Divisions

29.5 Basketball: 13u / 7th Grade – 17u / 11th Grade Boys Divisions

Defense: Everything, unless the lead is 20 points or more, then half court non-trapping defense

Divisional MVP: Goes to the player on the championship team with the most MVP votes

Bench: 2 coaches max, only players listed in the scorebook are allowed on the bench

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