



Tournament Rules

WARMUPS: 5-minute warmups or more if allowable

TIPOFF: 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 **STOP CLOCK RULES**

- 1st half - last 10 seconds & 2nd half - last 5-minutes depending on the lead
 - 6-point lead or less for 9u, 10u & 11u divisions
 - 10-point lead or less for 12u thru 17u divisions

HALF TIME: 2-min halftime unless games are behind, then officials can determine how much time

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

- Ball can be moved to half court after a timeout if **OFFENSE** calls the timeout

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

FOULS: SINGLE BONUS-7 team fouls, DOUBLE BONUS-10 team, **FOUL OUT - 6 personal fouls**

FREE THROWS: 9u & 10u divisions, the free throw shooter **CAN** jump over the free throw line

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

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

28.5 BASKETBALL: 9u – 12u boys & all girls divisions

29.5 BASKETBALL: 13u – 17u boys divisions, (12u boys teams – if both coaches agree)

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

SCORE KEEPERS: Both teams provide a scoreboard operator & scorebook keeper for each game

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