



20-Minute Halves Tournament Rules

Tournament Format:

Round-Robin Pool play, and/or bracket play, 3 games guaranteed

Tournament Policies & Regulations:

All players must have the same jersey color, with their individual numbers on the front and back. The second team listed is the home team and will wear white (or lighter color jersey). All players must have the same jersey color, with their individual numbers on the front and back.

5-minute warm-ups – Time permitting - Clock starts immediately.

Games will be played as scheduled. Game time is forfeit time. Games may start early, if both head coaches are in agreement.

A team must have 4 players to start a game and 3 players to finish. Once a team is down to two players regardless of the score, the game is over and the team with two players loses.

Players must compete in their own grade classification. Players in a lower grade may participate in an older division.

A player may only play for one team (per grade pool/division) during the tournament. At the discretion of the Tournament Director, some age brackets may be combined based on team registrations or level of play.

Teams will be responsible for supplying a scorekeeper or someone to run the clock. We ask that you use good judgment in having a responsible individual fulfill this assignment.

Coaches must check-in at the admission desk. A maximum of 2 coaches will be allowed free admission.

Teams should arrive at least 20 minutes before game time. Remember, game time is forfeit time.

No refunds within 2 weeks of the tournament. We are not financially responsible for forfeits or weather conditions that cause game cancellations. The tournament expenses have been paid in advance.

There is an admission charge for adults and children ages 5+ (coaches – max 2 per team & and players in game uniform are free).

Head Coaches are responsible for assistant coaches, players and spectators. Abuse of officials by spectators may result in technical fouls being called on the Head Coach, or the ejection from the premises. Any unbecoming conduct, fighting, or use of profanity will result in a technical foul, ejection from the tournament facility, or elimination from the tournament or league (without refund).

Only Head Coaches are allowed to engage with officials during live play or dead balls. Assistant coaches are not to have direct engagement with, or at, referees during live or dead ball situations. If any bench coach violates this rule, it will result in a team bench technical foul.

Team representatives, including spectators and/or coaches approaching officials during or after a game to berate, argue or complain can result in that teams' forfeiture of their next game and expulsion from the remainder of the event.

Technical Fouls: All technical fouls are an automatic 2 free throws and the ball for the opposing team. If the technical foul is called on the bench or coach, ALL coaches must sit the remainder of the game. Two technical fouls on a player or coach will result in immediate ejection and a suspension for the following game. The coach or player must leave the court area immediately and may no longer participate in any way. Dependent on the demeanor of the ejected coach or player, they may have to leave the facility immediately.

Unsportsmanlike Conduct: In the event that a coach or spectator has been ejected, they have 1 minute to vacate the court area. If they do not leave the area, his/her team will be disqualified. The coach or spectator will not be allowed to coach or attend any of the remaining games in the tournament. If warranted, a coach can be disqualified/ejected for unsportsmanlike comments, without being assessed a technical foul. Dependent on the demeanor of the ejected coach or spectator, they may have to leave the facility immediately.

The referees have full authority on the court. Protests will not be allowed. The Tournament Director or Site Director has the final authority on all non-basketball interpretations.



20-Minute Halves Regulation Game Rules

Spring/Summer Regulation Game:

1st Grade Boys and Girls will use a 27.5" basketball and will play on an 8' rim with a 12' free throw line. No stealing off the dribble. Only stealing passes is allowed.

2nd Grade Boys & Girls will use a 27.5" basketball and will play on a 9' rim with a 12' Free Throw Line. No stealing off the dribble. Only stealing passes is allowed.

All other grades will use a 28.5" basketball and will play on a 10' high rim with a 15' Free Throw Line. The only exception is 8th/14u thru 17u boys will use an official size 29.5" basketball.

All games will consist of two 20-minute halves with a running clock. The clock will stop on all dead balls, timeouts and injuries during the last minute of each half. If the score differential is 15+ points in the last minute of the second half, the clock will not stop, except for timeouts or injuries.

Halftime is 4 minutes in length.

Free Throws:

7 Team Fouls in a Half: 1-and-1 Bonus.
10 Team Fouls in a Half = 2 Free Throws

Time Outs:

Each team will receive 1 full 60-second timeout and 1 – 30 second timeout per half; no carryover to the second half or overtime.

Full Court Pressing:

1st and 2nd Grade Boys and Girls – No Full Court Pressing at any time.

3rd Grade 9U and 4th Grade 10U: No Full Court Pressing until the last minute of the second half, only if the score differential is less than 10 points.

All other grades and levels: Full court pressing is allowed anytime, at all levels, to a 20-point lead

Combo grade divisions will use the ball size and follow the rules for the older grade, unless noted by the Tournament Director.

Overtime:

The first OT will be two minutes, with the clock stopping on all timeouts, injuries and all dead balls in the last minute of overtime. If the game remains tied after the first overtime, all future overtimes will be sudden death 4-minute overtime periods, with the clock stopping on all timeouts, injuries and all dead balls in the last minute of the sudden death overtime. The first team to score in sudden death OT wins the game.

Each team gets one 1 full 60 second timeout in each OT period; no carryover.

Standings / Tie Breakers:

2-Way Ties are broken by head-to-head game results.

3-Way Tie-Breakers:

- 1.) Point Differential (20 point maximum)
- 2.) Head-to-Head
- 3.) Total Points Allowed