



- High school rules are in effect.
- No protests are allowed. The decision of the officials is final.
- Coaches need to verify tie-breaking criteria on score sheets at the conclusion of each game and sign score sheets.*
- Seven (7) minute quarters for 4th, 5th, 6th, 7th and 8th grade with stop time.
- Two time-outs per half. One time-out per overtime. Unused time-outs are lost and cannot be carried over.
- Overtime will be three (3) minutes with one additional time-out per overtime period.
- Halftime will be five (5) minutes. There is a one (1) minute break between periods.
- Free throws we not be shot for technical fouls. All technicals will be 2 points plus possession. Two technicals per player or coach during a game will result in ejection from the game, but the player or coach can play in subsequent games in the tournament.
- No games will start earlier than 5 minutes before the scheduled time.
- If the team is not on the floor within 10 minutes after scheduled game start time, an automatic forfeiture will result.
- Any type of defense may be employed in the 7th and 8th grade games; pressing is allowed anytime unless a team is ahead more than 15 points.

In the 6th grade, pressing is allowed in the second half or overtime only (no pressing if ahead by more than 15 points). Man to man or zone press allowed. Only man to man defense is allowed after the ball crosses mid-court.

In the 4th grade, pressing is allowed in the final two minutes of the 4th quarter and final two minutes of overtime. In the 5th grade, pressing is allowed in the 4th quarter or overtime only (no pressing is allowed if ahead by more than 15 points). Man to man or zone press allowed. Only man to man defense is allowed after the ball crosses mid court. The 4th & 5th grade free throw line will be at set at 13 feet (tape on floor).

The man-to-man defense rule is not to prohibit teams from DOUBLE TEAMING or playing HELP SIDE DEFENSE. The intent is to not allow a team to clog the lane with its defensive players in a 2-3 zone format, or not to eliminate help side defense by the offensive team moving all its offensive players away from the basket.

Penalties assessed for zone defense: 1. The official will administer a warning for the first violation. 2. For the second violation a Team Technical Foul will apply. Technical fouls will not be shot. All technical fouls will be 2 points and possession of the ball.

- The score posted on the electronic scoreboard is the official score.
- All players must have jerseys with player number on the back. Teams are responsible to bring their own basketballs. The game ball will be selected from the teams' practice basketballs.
- Intermediate size basketballs are used for 4th, 5th and 6th grade games.
- A player can only be on one team roster. Teams should be school teams. The teams should not be all-star teams from outside of the general school area and/or AAU teams.
- No one is allowed to shoot baskets between games or periods other than the teams that are currently competing.

NOTE: Coaches: you are responsible for the actions of your team and fans actions on and off the court. Any damage to facilities, locker rooms, bathrooms, etc., will result in automatic disqualification, financial responsibility and possible legal action.

FIRST TIE-BREAKER: Head-to-head competition: won/loss

SECOND TIE-BREAKER: Point differential. Maximum 15 points +/- per game.

THIRD TIE-BREAKER: Fewest team fouls.

FOURTH TIE-BREAKER: Most made free throws.

FIFTH TIE-BREAKER: Determined by Tournament Committee.