**Rules and Regulations**

1. Games will consist of two (16) minute halves. The clock will only stop on dead balls and whistles during the last minute of the game, timeouts, and official timeouts. If a 15 point lead occurs, the clock will not stop. Halftime will be one (1) minute.
2. Teams will be allowed (3) 30 second timeouts for the game.
3. In the event of a tie, overtime will consist of a 2 minute period. The clock will stop the last minute. Each team will have 1 timeout in OT. No carry over timeouts. In the event of double overtime, a sudden death format will be used for a maximum of 5 minutes. At the end of 5 minutes, if a team has not scored, we will move to a free throw shoot off. Each team will shoot a shot until a team makes it. If the team that shoots first makes their shot, the other team will have a chance to match. Teams will also only have 1 timeout.
4. Teams will provide their own basketball for warm-ups and games. Grades K-6th will use a 28.5” ball. Junior High boys will use a 29.5” ball.
5. Pressing is allowed in 3rd-JH Games until there is a 20 point spread. After a 20 point spread is reached, the teams can pick up at half court. In these games, the scoreboard will show no more than a 20 point spread, excluding JH divisions.
6. Pressing is not allowed in 2nd grade games until the last 2 minutes of the game. Teams will play by the rules of that division regardless of age.
7. K-1 cannot guard outside of the top of the key extended. The offense has 10 seconds to cross the the top of the key line.
8. Goal height for 2nd grade is 9’, unless requested that they play on 10’ goals. 3rd grade and up will play on 10’ goals.
9. 2nd/3rd grade free throws will be at the 12’ mark. 4th grade will shoot from the 15’ mark, but are allowed to jump over the line. 5th grade and up must start and finish behind the line.
10. No 3 seconds in the lane violations will be called in 2nd grade games. 3rd grade games will use a 5 seconds in the lane limit. 4th grade and up will use 3 seconds in the lane limitations.
11. If any player, coach, or fan becomes out of control in a game, the tournament director has the right to escort that person off of the premises without refund.
12. Players may only play on one team in a division. They can play on multiple teams throughout a tournament.
13. If a coach gets 2 technical fouls in a game, it will be at the discretion of the tournament director if they are allowed to coach the next game.
14. It is the coach’s responsibility to make sure all fans of their team act accordingly.
15. Entry Fee must be paid and Waivers must be signed and turned in before participation in a game.