

RULES:

COACHING: Coaching is allowed for Grades 3-4, 5-6, and 7-8. However, it is NOT mandatory. Coaching is NOT allowed in grades 9-10, and 11-12.

UNSPORTSMANLIKE CONDUCT: No swearing, taunting, or other inappropriate verbal or physical behavior. Unsportsmanlike play will result in (1) verbal warning, (2) 2-Minute sit out (referee discretion), (3) ejection from the game. Ejection from the game will result in ejection from the tournament.

GAME TIME: Games are 20-minute running time games OR first team to 30 (WIN BY 2).

TIME OUTS: Time-Outs are not allowed.

SUBSTITUTIONS: Substitutions are allowed (only 5 players per team, however, recommend 4). Substitutions are only allowed after made baskets OR before a dead ball check.

LIABILITY RULE: All players need completed liability waivers signed by a parent on file in order to participate. Subs are not allowed to play without this waiver on file. A team MAY play with only 2 players (2 on 3) if there are issues with paperwork.

SCORING: 2 points per basket inside 3 point arc. 3 points per basket outside the arc. Free throws will be given when a player is fouled in the act of shooting. A missed freethrow is a live ball (Players can leave the lane on the release). **FREETHROWS:** If a player gets fouled on a 2 point attempt, only 1 Freethrow will be given. If made, it will be worth two points. If a player gets fouled on a 3 point attempt, only 1 freethrow will be given. If made, it will be worth three points. **Bonus Free Throw:** One shot (worth 2 points) will be given to a player fouled on the SEVENTH foul and all subsequent fouls by the opponent. There is no double-bonus. Intentional fouls (no matter the time of the game) will result in 2 points PLUS the ball. If unnecessary or excessive fouls occur, the ref may impose a technical foul (2 points plus the ball.) Players only get 6 seconds per freethrow attempt.

CHANGE OF POSSESSION: Following a made basket or dead ball, the other team can check the ball in anywhere behind the arc. Only one foot must go outside of the 3-pt line at a change of possession on a missed shot or turnover. A ball that goes out of bounds under the basket is checked in behind the arc. There is a 3 second limit for the defense when holding the ball to ensure teammates are ready before the check. The half-court line is out of bounds. A defensive rebound must be taken past the arc (this includes air balls). There are no "free backs".

3 SECONDS IN THE LANE: Offensive players have no longer than 3 seconds within the lane area. They can relocate outside of the lane and then reestablish for an extended 3 seconds. The officials should communicate and work with teams regarding this rule.

JUMP BALLS: Defense gets all jump balls.

START OF THE GAME: "Rock, Paper, Scissors" will determine which team gets the ball first. The court monitor assigned to your court will monitor "Rock, Paper, Scissors", the game, the score, and record the outcome, and report your score. Each court will have a monitor and an official.

TIES/OVERTIME: Ties will be settled with a sudden death free-throw shootout. Each team receives equal opportunities to shoot free throws until one team makes one and the other misses. New shooter each time.

END OF GAME: At the end of the games, please shake hands with your opponents. Help to keep the facility clean. Please, pick up your garbage and help put chairs away at the end of the event.

SEEDING: Seeding will be determined by 1) overall record; 2) head-to-head; 3) Points allowed; 4) Coin Flip