

## **STORMIN' TO THE HOOP TOURNAMENT RULES**

1. Games will be played as scheduled. A team shall forfeit if they fail to arrive 15 minutes after the start time of the game.
2. A team must have five players to start a game and three players to finish. Once a team is down to two players, the game is over and the team with two players loses.
3. A 27.5 sized basketball will be used for girls, grades 3 and 4 games.  
A 28.5 sized basketball will be used for all girls, grades 5-8 games and in the 4<sup>th</sup> and 5<sup>th</sup> grade boys' divisions. All other grade divisions will use a regulation size basketball.
4. A player may only play for one team during the tournament. Players may play up, but they may not play down.
5. Length of Game: 7-minute quarters; clock stops on all dead balls.
6. Halftime will be 3 minutes long.
7. 5 team fouls per quarter. After the 5<sup>th</sup> foul, a team will shoot 2 free throws. No bonus and fouls reset after each quarter.
8. Time Outs: Three 1-minute timeouts per game. There will be one, 1-minute time-out per overtime, which does not carry over from overtime to overtime.
9. Overtime: The first overtime will be two minutes with the clock stopping only on time-outs and during dead balls. Each additional overtime will be one minute long.
10. Pressing: 3<sup>rd</sup>/4<sup>th</sup> Grade– No zone press allowed. Press is allowed the last 2 minutes of the game unless leading by more than 15 points. 5<sup>th</sup>-8<sup>th</sup> Grade – Press anytime unless leading by more than 25 points.
11. Defense: No zone defense and no double teaming allowed for grades 3<sup>rd</sup>-5<sup>th</sup>. Any defense is allowed for 6<sup>th</sup>-8<sup>th</sup> grade divisions (man-to-man or zone).
12. The clock will continue to run if there is a 25-point lead.
13. Three-point shots will be counted in all grade divisions.
14. Technical Fouls: All technical fouls are an automatic 2 points and the ball. Plus, a personal foul will be assessed to the player receiving the technical foul.
15. Any coach or player receiving 2 technical fouls in one game will be ejected from the game and suspended for the following game. NO EXCEPTIONS.
16. If a team does not show, opponent is marked for the win with a score of 8-0 in the event of a tiebreaker.
17. Tie Breaker is head to head first and least points allowed second.
18. IHSA rules will apply in all other areas.
19. All decisions of the tournament officials are final. Protests will not be allowed.
20. Two coaches are allowed on the bench during games. One coach is allowed to stand and speak to officials. Coaches are responsible for their fans and players. Abuse of officials by fans may result in technical fouls called on the coach or ejection from the premises.
21. Tournament officials have the right to shorten games if necessary.
22. STC STORM follows District 303's COVID protocol and guidelines put in place by IDPH and IHSA.