



TOURNAMENT RULES

REGULATION GAME:

- 3rd Grade Boys, 3rd Grade Girls, and 4th Grade Girls divisions will play on a 10' high rim with a 12' free throw line. All other grades/levels will play on a 10' high rim with a 15' free throw line.
- 3rd Grade Boys, 3rd Grade Girls, and 4th Grade Girls division will use a 27.5" basketball. All other grades/divisions will use a 28.5" basketball, except 8th grade boys will use an official size 29.5" basketball.
- Each game will consist of two 20-minute halves with a running clock. Clock stops on all timeouts, injuries, and all dead balls 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.
- The team listed on the bottom in Tourney Machine will wear light color jersey.

TIMEOUTS:

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

FULL COURT PRESSING:

- 3rd Grade Boys, 3rd Grade Girls, and 4th Grade Girls divisions: No full court pressing until the last 30-seconds of the second half or OT periods; only if the score differential is less than 10 points.
- All other grades/divisions: Full court pressing is allowed anytime, at all levels to a 20-point lead.

OVERTIME:

- The first overtime 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 overtime 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 overtime wins the game.
- Each team gets one full 60-second timeout in each overtime period; no carryover.

STANDINGS/TIE BREAKERS:

- 2-Way ties are broken by head-to-head game results.
- 3-Way tie-breakers:
 - Point differential (20 point maximum)
 - Head-to-head
 - Total points allowed