

# Tournament Rules

Games will be played in halves with a stop clock.

**Boys 4-6 -- 12 minute halves**

**Boys 7-8 -- 14 minute halves**

The clock will run if a team is up 20 points in the second half. There will be a 5 minute half time. If a team is winning by 20 points or more, they must cease full pressure.

4<sup>th</sup> grade division – man to man defense only –no zone. No pressing. A 5 minute warm-up will start for both teams immediately after each game ends. Please be ready to start on time.

There will be 2-30 second time outs per half. There will be no carry-over of timeouts.

Overtime period will be 2 minutes stop clock if the game is tied after regulation play. If game is tied after first overtime, the next overtime will be sudden death (first point wins) for pool play only.

- a. For tournament play, each team will receive one timeout for overtime period. There will be no carry-over of time outs.
- b. If there is still a tie after the first overtime, there will be an additional overtime of 1minute. No extra time outs.

All teams below 7<sup>th</sup> grade level with play with a 28.5” ball and 7<sup>th</sup> and 8<sup>th</sup> will play with a regulation men’s ball.

In case of a tie for seeding\*, the following rules will apply:

- a. Record of wins/losses
- b. Head to head competition
- c. Point spread (margin of victory) and/or defeat (15 max)
- d. Coin flip

\*Note: 4 team pool tie breaker will be head to head competition then point spread

## **Each team must provide a scorekeeper/timekeeper**

All teams must turn in a roster and waiver of liability form prior to the tournament  
No one player may play on two teams in the same age group. A player in a different age group may play for an older team if the player attends that high school’s feeder school

All referees are Indiana state licensed officials

All decisions made by the tournament directors are final

Admission for tournament is \$7.00 for one day tournaments. 2 coaches passes per team.

**Good luck to all teams and  
remember to have fun!**