



Tournament Game Rules

- All games will consist of two 20-minute halves.
- All games will be running clock unless game is within 15 points in the final two minutes of the game in which a stop clock will be used.
- Teams are in double bonus free throws when the other team reaches ten (10) team fouls for the half. There is no single bonus.
- Each team receives three full timeouts per game and one additional timeout per overtime. Unused timeouts do not carry into overtime periods.
- Individual players foul out if they receive five personal fouls.
- Each game will have a minimum of five minutes of warm-up time and halftime will be three minutes.
- Overtime periods will be two-minute stop clock time and will continue for as many overtimes as necessary.
- If two players on the same team have duplicate numbers, the scorekeeper must notify the referee prior to the start of the game. The penalty for this is a technical foul. If a player shows up late to a game with a duplicate number, a technical may be assessed then as well.
- In all divisions, players may enter the lane when the ball is released out of the shooter's hand.
- The home team is responsible for providing the game ball.
- Only one coach is allowed to stand at a time per team and must stay in the designated coaching box.
- All boys divisions 6th Grade / 12U and up will use the full size 29.5 regulation basketball.
- All girls divisions, and boys divisions in 5th Grade and below will use the 28.5 size basketball.
- Any team who does not have five players by the start of the game will be given a grace period of ten minutes before the game starts. After ten minutes from the team may choose to play with four players, or they forfeit