**Rules for 2022 Spring Basketball Tournament**

Divisions: Boys 3rd, 4th, 5th, and 6th Grade

6 Teams in each Division, if Full

3 Games Guaranteed

Top teams determined by Win/Lose Record or fewest points allowed if there are tied win/lose records.

**All players’ jerseys must be numbered either on front or back.**

Players cannot play down; however younger players may play up.

Players may only be on one team’s roster. Must supply your own basketballs for warm-up and games. Basketballs allowed on Gym Floor only.

**Game:**

* **UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED**  Two 15-minute halves with a running clock.
* Clock will stop on dead ball situations the last minute of each half; unless one team is up by 15 points.
* Two 30-second time-outs per team per half.
* 3 minute halftime.
* 3 minute warm up between games if time allows.
* Man to Man defense only – NO ZONES or ZONE PRESSING. Trapping of ball is allowed as long as it’s out of your man to man defense. This is called help defense.
* Full court press allowed at last 4 minutes of the 2nd half unless up by 15 points.
* Personal fouls will be recorded; after 7 team fouls–one and one comes in to play, 10 fouls double bonus comes into play. Shooting Fouls Middle School Rules apply.
* 3rd, 4th, 5th, and 6th grade free throws at the 15ft foul line**. Exception:, 3rd, 4th grade not penalized for crossing free throw line while shooting.**
* Substitutes need to report to the scorer’s table. Game will not stop for substitutions; it must be done during a dead ball situation.
* If substituting during free throws, all subs must enter at once except sub for shooter.
* Overtime: 2 minute clock. Jump ball starts clock. Clock stops for free throws. One 30second time-out per team.
* 2nd Overtime: Sudden Death first 2 points scored will win. No time-outs allowed.
* Referees are in charge of the game at all times. Their decisions are FINAL!
* A player’s/coach’s 2nd technical foul during the day will result in ejection from the tournament.
* **Each team must provide a scorekeeper.**
* Awards for 1st and 2nd place in each Pool. (Up to 14 players)