



Delano Tournament Rules



Game Length:

Games will be two 20 minutes running time halves. Stop time for the final 1 minute of the first half and final 2 minutes of the 2nd half. (if the lead is 15+ points in the last 2 minutes 2nd half, the clock will run for rest of game)

If the tournament is running behind schedule, tournament officials may shorten the length of timeouts or shorten halftime to keep the tournament on schedule.

Rosters: Teams must submit their rosters to the official scorekeeper at least 5 minutes before the start of the game. (Numerical order would be helpful).

Jerseys: If possible, players should have reversible jerseys or carry a dark and light colored jersey. If teams have similar jerseys or colors, officials will work with the team to determine which team will need to change.

Tournament Schedule: Check brackets for time and/or court changes or updates often. Please arrive at your gym at least 15 minutes before your schedule time. Games may start up to 10 minutes ahead of schedule.

Warm ups: Teams will be allowed at least 5 minutes to warm up before each game, unless the tournament is running behind schedule.

Players: Both teams must have 5 players on the floor at the start of the game. A team not ready to play 5 minutes after the scheduled game time will forfeit. If a team has only 5 players left in the game, no player should foul out of the game after making the fifth foul. Instead, subsequent fouls on that player will result in the fouled team being awarded 2 points and the ball, as with a technical foul.

Players: An athlete may only play on one team and one town during the tournament, unless discussed with tournament director before.

Half time: 5 minutes unless the tournament is behind schedule.

Time Outs: Each team will be awarded 3 one minute timeouts per game. Teams will receive one timeout for the overtime period. Unused timeouts from regulation play will not be carried over into the overtime period.

Overtime: The first overtime period will be two minutes stop time. The second overtime period, if necessary, will be sudden death. All overtime periods will start with a jump ball.

Clock Operators/Scorers: Clock operators will be provided for all games. The home team (top team in bracket or first listed) is responsible for providing an adult to act as the official scorekeeper. The away team is responsible for providing the game ball. The scorekeeper shall sit at the scorekeepers table. Clock operators WILL NOT keep both clock and scorebook.

Balls: 27.5 ball will be used for boys and girls in 4th grade. 28.5 ball will be used for all girls and 5th, 6th boys. 29.5 will be used for 7 and 8 boys.

Pressing: All presses will be allowed for 6th - 8th grade. 5A may full court player/player press the entire game. 5th grade B/C levels may not press until the last 2 minutes of each half and it must be a player to player press. 4th grade no pressing at all. If score differential exceeds 20 points, in any grade, the team in the lead is not allowed to press.

Defense: In 6th – 8th grades, any defense is allowed. 4th and 5th grade may only use player/player defense, (with help side defense understood). Per MYAS, no zones allowed for 4th or 5th grade.

Team Fouls: Per MSHSL rules. (bonus on 7th team foul, two shots on 10th team foul)

Technical/Intentional Fouls: will not be shot. If a technical or intentional foul is assessed, the opposing team will be awarded 2 points and the ball at mid-court. Two technical fouls to the same player will result in ejection from the game and the tournament. If a team is assessed 3 technical fouls in one game (e.g. coach, bench, player, team, fan, etc) they will forfeit the game. Please keep your players, coaches, and fans respectful.

3 Point Line: as long as it is marked.

Free Throws: 4th graders can cross the line while shooting free throws, but the shooter cannot be the first to touch the ball on a rebound. (ref's discretion)

Protests: No protests are allowed. Referees and tournament officials will have the final word and will settle disputes on the floor.

Player, Coach and Fan Code of Conduct: It is expected that all participants conduct themselves in a manner that brings pride and respect to its team and organization. All coaches, players and fans are expected to follow the rules of good sportsmanship and respect for others participating in this tournament and referring the tournament. *Players ejected from a game for un-sportsman like conduct, will not play in the rest of the tournament.* Spectators violating this policy will be ejected from the game and/or asked to leave the facility.

Admissions: There is an admission fee to get into the tournament, please communicate this to your parents. Two coaches per team are admitted free (there will be a check in).

Awards: Trophies or medals will be awarded for first, second, third and consolation place for an 8 team tournament. Trophies or medals will be awarded for first, second, third for a 6 to 7 team tournament. Trophies or medals will be awarded for first and second for a 4 to 5 team tournament. Maximum 10 per team. If you need more, leave your name with the tournament director, as if there are extras they could be sent to you.

Concessions: Concessions will be available at the school. No outside food will be allowed.

Locker Rooms: No locker rooms will be available. Restrooms are located ONLY on the main level (top floor). Sorry for this inconvenience.

Disclaimer: Delano Basketball is not responsible for lost or stolen items. If you have found or lost an article, check with the tournament headquarters.

**THANK YOU
FOR YOUR POSITIVE PARTICIPATION IN
THIS YEAR'S TOURNEY!!!**

