

# Tournament Rules



- **This tournament follows OSAA rules with the following exceptions:**
  - **For all ages: Two 20 minute running halves**
    - Clock will stop in the last two minutes if the game is within ten points
    - 3 minute halftimes
    - 3 full time-outs per game. Overtime teams get an additional time-out but time-outs do not carry over into overtime
- **Five minute warm up period between games**
- **Personal fouls will be tracked**
- **Overtime periods**
  - Three minutes long, the final minute will be stop clock
  - Second overtime will be one minute stop clock
  - Third overtime will be sudden death (first team to score)
- **Tiebreaker**
  - Head to head record (if applicable)
  - Head to head point differential (if applicable)
  - Head to head points allowed (if applicable)
  - Total point differential
  - Total points allowed
- **5<sup>th</sup> and 6<sup>th</sup> grade**
  - Full court pressing is allowed (man-to-man or zone)
  - Must play man-to-man defense once across half court
  - There is no trapping in the half court
  - Help defense or hedging is OK but the defender must return to man-to-man. Teams may not run a switching man-to-man defense.
- **7<sup>th</sup> and 8<sup>th</sup> grade boys will use 29.5 size ball but everyone else uses the 28.5 size ball**
- **If the lead is greater than 15 you may not full court press**
- **Unsportsmanlike technical fouls will result in the opposing team:**

# Tournament Rules



- Automatically receiving two points and possession of the ball AND the player must sit out for 2 minutes
- Any team receiving three unsportsmanlike technical fouls will result in a forfeit of that game
- A coach, player, or fan that receives 2 unsportsmanlike technical fouls in any one game will be removed from that game and they will have to miss the next tournament game
- **OSAA officials will be provided when available**