## 4<sup>th</sup>/5<sup>th</sup>/6<sup>th</sup> Grade Triple Threat Basketball Rules

- 1. Teams must supply their own numbered jerseys of the same color (both light and dark if possible). Each player must bring gym shoes, street shoes will not be allowed.
- 2. Each team will need to supply one adult to run the clock or keep score during your game.
- 3. No shooting by non-playing teams during timeouts or breaks in games.
- 4. Games will be two 16 minute halves with running clock except in last minute of the second half and during timeouts. If a team is ahead by 15 points or more, continuous clock the final minute.
- 5. Zone defense or Man to Man defense is allowed
- 6. No full court press until 2 minutes left in second half. No press if up by 15 or more.
- 7. Each team will have three timeouts per game. One extra if overtime.
- 8. Two minute halftime (may be shortened if behind schedule)
- 9. First overtime is one minute (Clock will stop). Second overtime is sudden death (first team to score)
- 10. Players will be responsible for their own valuables. Locker rooms will not be provided.
- 11. Basketballs will not be provided for warm ups. You do need to bring your own.
- 12. Arguing with officials or any other unsportsmanlike behavior by players, coaches, and fans will not be tolerated. We want sportsmanship to be a major emphasis of the tournament.
- 13. Technical fouls will be automatic two points and possession of ball.
- 14. The three point arc will be used on courts that have the three point arc.
- 15. Bonus free throws will be shot on the 7<sup>th</sup> foul. On the 10<sup>th</sup> foul two shots will be awarded
- 16. Admission \$5 adults/\$3 children
- 17. Full concession stand will be available. No outside coolers please.