

Big Lake Basketball Tournament Rules and Regulations

1. **Game Length:** All games will have (2)18 minute running time halves with stop time in the final 2 minutes. The last 2 minutes of the game will be stop time even if the losing team is down by 20 points or more, unless the losing team's coach requests running time.
2. **Time Outs:** Each team is awarded (2) one minute time outs per half, with one additional time out for each overtime period. Unused time outs do not carry over to the overtime period(s).
3. **Warm-up Time:** Each team will have at least 5 minutes to warm-up prior to each game.
4. **Half Time:** Half-time will be 3 minutes.
5. **Overtime Period(s):** An overtime period will be 2 minutes with stop time. If a third overtime is necessary, it will be sudden death.
6. All line-ups, in numerical order, must be submitted to the official score table 5 minutes before each game.
7. A team must have 5 players on the floor to start a game.
8. Teams that do not have 5 players present within 5 minutes of the scheduled start time will forfeit the game.
9. Teams may not share players.
10. Technical fouls **will not be** shot. Two points and the ball will be awarded to the opponent of the team charged with the technical. Two technical fouls on any player or coach will result in ejection from the game and gym.
11. If a team has only 5 players left in the game, no player shall foul out of the game after the fifth foul on a player. Subsequent fouls on the player will result in the fouled team taking two free-throw shots and the ball will be awarded to the opponent of the team charged with the foul.
12. The three-point arc will be in effect for all grade levels.
13. All grade levels (including 4th) will shoot from the free throw line. Stepping over the line violations will be called.
14. All defenses (including full-court press) are allowed for 5-8 grade levels.
15. In 4th grade levels, zone defense is **not** allowed (person-to-person defense only). Full-court press is allowed in the final 2 minutes of each half.
16. No full-court press with leads of 20 or more points. The officials will give one warning. A bench technical will be assessed thereafter for subsequent press violations.

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17. A regulation size ball will be used for 7th and 8th grade boys. The intermediate (28.5") size ball will be used for 4th - 6th grade boys. Girls will use the intermediate (28.5") size ball in all grade levels.
18. Numbers are requested on both the front and back of the game jerseys.
19. The home team will be the team listed second in the pairings. Home teams are requested to wear dark jerseys (if available) and supply the game ball.
20. The home team is responsible for supplying the official scorekeeper; who will sit at the score table.
21. A guard, cast or brace made of a hard or unyielding substance shall not be worn on the elbow, hand, finger/thumb, wrist or forearm – even if covered with soft padding. Hard items may be worn on the upper arm or shoulder if padded with slow-recovery foam that is at least ½" thick.
22. Players must remove all jewelry, including earrings. Covering jewelry with tape is not allowed. Players that do not remove their jewelry will not be allowed to play.
23. Referees will not tolerate abuse from coaches, players and/or spectators. If such incidents occur, they will be strict in assessing technical fouls.
24. **No protests are allowed.** All disputes will be settled by the game officials, at the time of occurrence. There will be no appeal of the final decision.
25. Coaches are responsible for the conduct of their fans. Spectators exhibiting unsportsmanlike conduct will be asked to leave the building. If a spectator refuses to leave, the result will be forfeiture of the game by the offending team.
26. Levels may be combined if each grade level is not filled.
27. **All teams are responsible for cleaning up the bench after each game.**
28. The Big Lake Youth Basketball Association is not responsible for lost or stolen items.
29. **Dribbling or ball handling in the concessions and hallway areas is prohibited.**
30. Tiebreakers will be determined by:
 - a. Head-to-head (winner)
 - b. Total points allowed (lowest)
 - c. Total points scored
 - d. Coin toss