



## Tournament Rules

### TIME RELATED RULES

- Each team will be given a minimum 2-minute warm-up period.
- There will be two 18-minute running halves.
- Clock stops for all dead balls (fouls, free-throws, out of bounds, violations) the **LAST 2 MINUTES** of the second half if the game is within 15 points.
- 2 minute half-time.
- **TWO** 30 second time-outs per game.
- One 30-second time-out will be added in overtime.
- Overtime will be 2 minutes in length with clock stopping on all dead balls during the **last minute**. Team and individual fouls will carry over.
- Sudden death after first overtime.

### FOULS

- Individual fouls will be kept. Each athlete will be allowed **5** fouls per game.
- **Shooting and Non-Shooting Fouls:** Fouls will follow NDHSAA rules.
- **Technical Fouls:** Technical fouls will follow NDHSAA rules. A second technical foul during the course of the tournament will result in coach/player disqualification for the remainder of the tournament.

### OTHER

- ALL OTHER RULES WILL FOLLOW NDHSAA RULES
- **GRADES 3-6:** No Zone Defenses – No pressing until last 2 minutes of game.
- **GRADES 7 & 8 - PRESSING:** No pressing will be allowed if a team is ahead by 15 points or more.
- **Training Supplies: TRAINING ROOM SUPPLIES WILL NOT BE PROVIDED. YOU WILL HAVE TO BRING YOUR OWN TRAINING SUPPLIES!**
- **Basketball Supplies: WE DO NOT PROVIDE BASKETBALLS!!! YOU NEED TO BRING YOUR OWN**
- **All Grade levels will use a Women's Ball**
- **IF YOU ARE 5 MINUTES OR MORE LATE FOR THE GAME YOU WILL FORFEIT**
- **Pool Tie Break Criteria:** 1) Head-to-Head – 2) Point Differential (Max 15pts/game) – 3) Points Allowed – 4) Total Points Scored.

**Questions:** Contact Sarah Sankey 734-945-4444 or Travis Yunck 701-320-5925

ST. JOHN'S



ACADEMY

Jamestown, ND