



2 DAY TOURNAMENT RULES

PAGES 1 -3

(2nd/8u THRU HIGH SCHOOL GRADE/AGE GAMES)

**TWO (2) TWENTY (20) MINUTE HALVES, RUNNING CLOCK, AT THE 1MIN MARK OF EACH HALF CLOCK STOPS ON ALL DEAD BALLS
RUNNING CLOCK IF LEAD IS ABOVE 20 POINTS**

(PRE-GAME WARM UPS)

THREE (3) MINUTE PRE-GAME WARM UP

HALF-TIME)

TWO (2) MINUTE HALF-TIME

(TIME-OUTS)

FOUR (4) FULL TIME-OUTS TO BE USED AT ANY TIME DURING REGULATION TIME.

(OVER-TIME)

1ST OVER-TIME WILL BE TWO (2) MINUTES

2ND OVER-TIME WILL BE ONE (1) MINUTE

3RD OVER-TIME WILL BE SUDDEN DEATH FIRST TEAM SCORES WINS

ONE (1) TIME-OUT PER TEAM PER OVER-TIME

(NO CARRYOVER)

(DEFENSES/SUBSTITUTIONS)

(2nd/8u GRADE/AGE GAMES and UNDER GAMES)

NO FULL COURT DEFENSE UNTIL THE LAST ONE (1) MINUTE OF EACH HALF

(3rd/9u THRU HIGH SCHOOL GRADE/AGE GAMES)

NO RESTRICTIONS ON DEFENSE OR PLAYER SUBSTITUTIONS

(FREE-THROWS)

(3rd/9u GRADE/AGE and Under GAMES)

13 FOOT FREE FREE THROW LINE MEANING SHOOTERS MAY SHOOT INSIDE OF THE FREE THROW LINE OR USE THE SHORTER LINE IF PROVIDED ON THE COURT

(FREE-THROWS/ONE AND ONE/BONUS)

ONE & ONE SHOT ON 7TH TEAM FOUL, WITH TWO (2) SHOTS ON THE 10TH TEAM FOUL

(BALL SIZE)

GIRLS/ BOYS 2ND GRADE AND UNDER PLAY WITH 27.5 (IF AVAILABLE)

ALL GIRL'S GAMES 3RD GRADE AND ABOVE AND

BOY'S 3RD, 4TH, 5TH, 6TH GRADES WILL BE PLAYED WITH A 28.5 BALL

ALL BOY'S 7TH GRADE AND UP WILL BE PLAYED WITH A MEN'S BALL

(POOL PLAY ADVANCEMENT)

ADVANCEMENT FROM POOL PLAY TO BRACKET PLAY (IF APPLICABLE) WILL BE BASED UPON WON/LOSS RECORD. TIES SHALL BE BROKEN BY HEAD-TO-HEAD COMPETITION RESULTS, IN THE EVENT OF 3 WAY TIE OR GREATER, TOTAL NET POINT SPREAD. MAXIMUM POINT SPREAD FOR WINNING TEAMS IN ANY GIVEN GAME SHALL BE 15 POINTS, REGARDLESS OF FINAL SCORE. LOSER BRACKET SIDE TEAM IS NOT REQUIRED TO BEAT THE "WINNERS BRACKET" SIDE TEAM TWICE.

(GAME EJECTIONS)

ANY COACH OR PLAYER EJECTED FROM ANY GAME WILL NOT BE ALLOWED TO PLAY OR COACH IN THE NEXT GAME. ANY COACH OR SPECTATOR EJECTED FROM THE FACILITY FOR UNSPORTSMANLIKE BEHAVIOR DISRUPTIVE TO ANY GAME, MUST PROMPTLY LEAVE THE FACILITY AND WILL NOT BE ALLOWED TO RETURN UNTIL THE FOLLOWING DAY OR THE REMAINDER OF THE TOURNAMENT AT THE TOURNAMENT DIRECTOR'S DISCRETION. FAILURE TO IMMEDIATELY LEAVE THE FACILITY WILL BE FORFEITURE OF THE GAME TO THE OPPOSING TEAM, REGARDLESS OF SCORE.

(PLAYER ELIGIBILITY)

1- PLAYERS CAN ONLY PLAY WITH ONE TEAM PER AGE DIVISION

2 -ELIGIBILITY OF PLAYERS SHALL BE BASED ON THE AGE OR GRADE AS IT RELATES TO THE ELIGIBILITY RULES, PROTESTS OF ELIGIBILITY OF A PARTICULAR PLAYER BY AN OPPOSING COACH MUST BE MADE TO THE TOURNAMENT DIRECTOR PRIOR TO THE PROTESTED GAME. EACH COACH, IS RESPONSIBLE FOR HAVING PROOF OF AGE OR GRADE FOR ALL PLAYERS IN THEIR POSSESSION AT ALL GAMES IN THE EVENT OF A PROTEST. NO PLAYER MAY PARTICIPATE ON MORE THAN ONE (1) TEAM PER AGE DIVISION IN ANY GIVEN TOURNAMENT. TOURNAMENT DIRECTOR RULINGS ARE FINAL!

(SCOREKEEPERS/CLOCK OPERATORS)

EACH TEAM WILL HAVE THE OPTION OF PROVIDING A SCORE KEEPER OR SHOT CLOCK OPERATOR OR THEY CAN HAVE A TEAM REPRESENTATIVE SIT AT SCORERS TABLE. IF TEAM(S) DECLINE WE WILL PROVIDE SCOREKEEPERS AND SHOT CLOCK OPERATORS . WE WILL BE RESPONSIBLE FOR FILLING IN PLAYER NUMBERS IN THE OFFICIAL SCOREBOOK. IN THE EVENT OF ANY DISPUTE THE OFFICIAL SCOREBOOK WILL BE FINAL. THERE WILL BE NO PENALTY IF A PLAYER IS NOT LISTED IN THE SCOREBOOK UPON ENTERING THE GAME.

(AWARDS)

WE WILL PROVIDE INDIVIDUAL MEDALS FOR 1ST PLACE TEAM IN EACH DIVISION FOR ONE DAY SHOOTOUTS.

(ADDITIONAL RULES)

HIGH SCHOOL NATIONAL FEDERATION GUIDELINES APPLY FOR ALL OTHER RULES



ONE DAY TOURNAMENT-LEAGUE RULES

PAGES 4 - 6

(2nd/8u THRU HIGH SCHOOL GRADE/AGE GAMES)

**TWO (2) SIXTEEN (16) MINUTE HALVES, RUNNING CLOCK, AT THE 1MIN MARK OF EACH HALF CLOCK STOPS ON ALL DEAD BALLS
RUNNING CLOCK IF LEAD IS ABOVE 20 POINTS**

(PRE-GAME WARM UPS)

THREE (3) MINUTE PRE-GAME WARM UP

HALF-TIME)

TWO (2) MINUTE HALF-TIME

(TIME-OUTS)

FOUR (4) FULL TIME-OUTS TO BE USED AT ANY TIME DURING REGULATION TIME.

(OVER-TIME)

1ST OVER-TIME WILL BE TWO (2) MINUTES

2ND OVER-TIME WILL BE ONE (1) MINUTE

3RD OVER-TIME WILL BE SUDDEN DEATH FIRST TEAM SCORES WINS

ONE (1) TIME-OUT PER TEAM PER OVER-TIME

(NO CARRYOVER)

(DEFENSES/SUBSTITUTIONS)

(2nd/8u GRADE/AGE GAMES and UNDER GAMES)

NO FULL COURT DEFENSE UNTIL THE LAST ONE (1) MINUTE OF EACH HALF

(3rd/9u THRU HIGH SCHOOL GRADE/AGE GAMES)

NO RESTRICTIONS ON DEFENSE OR PLAYER SUBSTITUTIONS

(FREE-THROWS)
(3rd/9u GRADE/AGE and Under GAMES)
13 FOOT FREE THROW LINE MEANING SHOOTERS MAY SHOOT INSIDE OF THE
FREE THROW LINE OR USE THE SHORTER LINE IF PROVIDED ON THE COURT

(FREE-THROWS/ONE AND ONE/BONUS)
ONE & ONE SHOT ON 7TH TEAM FOUL, WITH TWO (2) SHOTS ON THE 10TH TEAM FOUL

(BALL SIZE)
GIRLS/ BOYS 2ND GRADE AND UNDER PLAY WITH 27.5 (IF AVAILABLE)
ALL GIRL'S GAMES 3RD GRADE AND ABOVE AND
BOY'S 3RD, 4TH, 5TH, 6TH GRADES WILL BE PLAYED WITH A 28.5 BALL
ALL BOY'S 7TH GRADE AND UP WILL BE PLAYED WITH A MEN'S BALL

(POOL PLAY ADVANCEMENT)
ADVANCEMENT FROM POOL PLAY TO BRACKET PLAY (IF APPLICABLE) WILL BE BASED UPON WON/LOSS
RECORD. TIES SHALL BE BROKEN BY HEAD-TO-HEAD COMPETITION RESULTS, IN THE EVENT OF 3 WAY TIE
OR GREATER, TOTAL NET POINT SPREAD. MAXIMUM POINT SPREAD FOR WINNING TEAMS IN ANY GIVEN
GAME SHALL BE 15 POINTS, REGARDLESS OF FINAL SCORE. LOSER BRACKET SIDE TEAM IS NOT REQUIRED
TO BEAT THE "WINNERS BRACKET" SIDE TEAM TWICE.

(GAME EJECTIONS)
ANY COACH OR PLAYER EJECTED FROM ANY GAME WILL NOT BE ALLOWED TO PLAY OR COACH IN THE
NEXT GAME. ANY COACH OR SPECTATOR EJECTED FROM THE FACILITY FOR UNSPORTSMANLIKE
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ALLOWED TO RETURN UNTIL THE FOLLOWING DAY OR THE REMAINDER OF THE TOURNAMENT AT THE
TOURNAMENT DIRECTOR'S DISCRETION. FAILURE TO IMMEDIATELY LEAVE THE FACILITY WILL BE
FORFEITURE OF THE GAME TO THE OPPOSING TEAM, REGARDLESS OF SCORE.

(PLAYER ELIGIBILITY)
1- PLAYERS CAN ONLY PLAY WITH ONE TEAM PER AGE DIVISION

2- ELIGIBILITY OF PLAYERS SHALL BE BASED ON THE AGE OR GRADE AS IT RELATES TO THE ELIGIBILITY
RULES. PROTESTS OF ELIGIBILITY OF A PARTICULAR PLAYER BY AN OPPOSING COACH MUST BE MADE TO
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GIVEN TOURNAMENT. TOURNAMENT DIRECTOR RULINGS ARE FINAL!

(SCOREKEEPERS/CLOCK OPERATORS)
EACH TEAM WILL HAVE THE OPTION OF PROVIDING A SCORE KEEPER OR SHOT
CLOCK OPERATOR OR THEY CAN HAVE A TEAM REPRESENTATIVE SIT AT SCORERS
TABLE. IF TEAM(S) DECLINE WE WILL PROVIDE SCOREKEEPERS AND SHOT CLOCK
OPERATORS. WE WILL BE RESPONSIBLE FOR FILLING IN PLAYER NUMBERS IN THE
OFFICIAL SCOREBOOK. IN THE EVENT OF ANY DISPUTE THE OFFICIAL SCOREBOOK
WILL BE FINAL. THERE WILL BE NO PENALTY IF A PLAYER IS NOT LISTED IN THE
SCOREBOOK UPON ENTERING THE GAME.

(AWARDS)

**WE WILL PROVIDE INDIVIDUAL MEDALS FOR 1ST PLACE TEAM IN EACH DIVISION
FOR ONE DAY SHOOTOUTS.**

(ADDITIONAL RULES)

HIGH SCHOOL NATIONAL FEDERATION GUIDELINES APPLY FOR ALL OTHER RULES