



REEBOK BASKETBALL TOURNAMENT SERIES RULES

General Information

- **Please check the website for information for your division and brackets in case there is a change of time and location. www.stlbasketballtournaments.com**
- Each team will be responsible for supplying a volunteer for each game.
- Coaches will be responsible for spectators and players attitudes and behavior. Should attitudes become unmanageable; the referee will ask the spectators to leave the gym. If a coach or spectator is ejected from a game they may not return to any game in our tournament. We have a zero tolerance for any unsportsmanlike behavior. Please advise your team's fans accordingly.
- All coaches must check in and turn in a roster of players. Teams will have the right to question any player on a team to ensure they are on the roster. If a team has not submitted a roster they will forfeit the game.
- Game time is Forfeit time. Better to be 45 minutes early than 1 minute late. Teams may begin play with 4 players.
- 1st Overtime will be 2 minutes running clock. Each team gets one 30 sec. time out only, time outs from regulation do not carry over. 2nd Overtime is 2 minute running clock, stops the last 30 secs. with no time outs. If a 3rd overtime is needed a free throw contest will determine the winner. Each team will get 5 free throws, alternating one at a time. Best out of 5 wins. If a tie still continues, teams will shot one free throw at a time until one team wins.
- Please inform parents that there is an admission fee to all locations. Re-entry is by stamp for the same day.

3rd Grade Boys Recreational

Basket Height:	10 feet
Ball Size:	Women's ball (28.5)
Length of Game:	2 twenty-minute halves, running clock except for timeouts, injury, mechanical problems and for the last 2 minutes of second half.
Defense:	Man-to-man or zone; defense may not extend past half court line and must retreat immediately upon change of possession including a defensive rebound by the opponent. <i>Exception:</i> If a defensive player covers up with a defensive rebound and runs, he and his teammates may be defended anywhere on the court.
Violations:	Players will foul out upon committing their 5 th personal foul. Foul shots will be shot from a distance of approximately 2 feet in from the normal free throw line. One-and-one shot on 7 th team foul each half. Two foul shots on 10 th team each half.
Press:	Press the last 2 minutes of a game.
Time Outs:	Each team gets 2 twenty-second and 1 one-minute timeouts per game.
Halftime Break:	3 minutes

4th Grade Girls

Basket Height:	10 feet
Ball Size:	Women's ball (28.5)
Length of Game:	2 twenty-minute halves, running clock except for timeouts, injury, mechanical problems and for the last 2 minutes of second half.
Defense:	Man-to-man or zone; Pressing is NOT allowed.
Time Outs:	Each team gets 2 twenty-second and 1 one-minute timeouts per game.
Halftime Break:	3 minutes
Violations:	Players will foul out upon committing their 5 th personal foul. Foul shots will be shot from a distance of approximately 2 feet in from the normal free throw line. One-and-one shot on 7 th team foul each half. Two foul shots on 10 th team each half.
All Other Rules:	High school rules apply



Mercy Rule: The clock will not stop on whistle stoppages if a team is leading by more than 20 points in second half only. If the lead goes below 20 points the clock will be stopped for all whistle stoppages.

4th Grade Boys Recreational

Basket Height: 10 feet
 Ball Size: Women's ball (28.5)
 Length of Game: 2 twenty-minute halves, running clock except for timeouts, injury, mechanical problems and for the last 2 minutes of second half.
 Defense: Man-to-man or zone; defense may not extend past half court line and must retreat immediately upon change of possession including a defensive rebound by the opponent.
Exception: If a defensive player covers up with a defensive rebound and runs, he and his teammates may be defended anywhere on the court.
 Violations: Players will foul out upon committing their 5th personal foul. Foul shots will be shot from a distance of approximately 2 feet in from the normal free throw line. One-and-one shot on 7th team foul each half. Two foul shots on 10th team each half.
 Press: Press the last 2 minutes of a game.
 Time Outs: Each team gets 2 twenty-second and 1 one-minute timeouts per game.
 Halftime Break: 3 minutes
 Violations: Players will foul out upon committing their 5th personal foul. Foul shots will be shot from a distance of approximately 2 feet in from the normal free throw line. One-and-one shot on 7th team foul each half. Two foul shots on 10th team each half.
 All Other Rules: High school rules apply.
 Mercy Rule: The clock will not stop on whistle stoppages if a team is leading by more than 20 points in second half only. If the lead goes below 14 points-clock will be stop at all whistle stoppages.

4th Grade Boys Competitive

Basket Height: 10 feet
 Ball Size: Women's ball (28.5)
 Length of Game: 2 twenty-minute halves, running clock except for timeouts, injury, mechanical problems and for the last 2 minutes of second half.
 Defense: Man-to-man or zone; Pressing is allowed. NO pressing after a team has a 15 point lead.
 Time Outs: Each team gets 2 twenty-second and 1 one-minute timeouts per game.
 Halftime Break: 3 minutes
 All Other Rules: High school rules apply
 Mercy Rule: The clock will not stop on whistle stoppages if a team is leading by more than 20 points in the second half only. If the lead goes below 20 points clock will stop at all whistle stoppages.

5th Grade Girls

Basket Height: 10 feet
 Ball Size: Women's ball (28.5)
 Length of Game: 2 twenty-minute halves, running clock except for timeouts, injury, mechanical problems and for the last 2 minutes of second half.
 Defense: Man-to-man or zone; Pressing is allowed. NO pressing after a team has a 15 point lead.
 Time Outs: Each team gets 2 twenty-second and 1 one-minute timeouts per game.
 Halftime Break: 3 minutes
 All Other Rules: High school rules apply
 Mercy Rule: The clock will not stop on whistle stoppages if a team is leading by more than 20 points in the second half only. If the lead goes below 20 points clock will stop at all whistle stoppages.

5th Grade Boys



Basket Height:	10 feet
Ball Size:	Women's ball (28.5)
Length of Game:	2 twenty-minute halves, running clock except for timeouts, injury, mechanical problems and for the last 2 minutes of second half.
Defense:	Man-to-man or zone; Pressing is allowed. NO pressing after a team has a 15 point lead.
Time Outs:	Each team gets 2 twenty-second and 1 one-minute timeouts per game.
Halftime Break:	3 minutes
Violations:	Players will foul out upon committing their 5 th personal foul. One-and-one shot on 7 th team foul each half. Two foul shots on 10 th team each half.
Jump ball:	Yes at start of game. Second half starts according to possession arrow.
All Other Rules:	High school rules apply.
Mercy Rule:	The clock will not stop on whistle stoppages if a team is leading by more than 20 points in the <u>second half only</u> . If the lead goes below 20 points clock will stop at all whistle stoppages.

6th through 8th

Basket Height:	10 feet
Ball Size:	Girls use a women's ball (28.5) Boys use a regular sized ball –
Length of Game:	2 twenty-minute halves, running clock except for timeouts, injury, mechanical problems and for the last 2 minutes of second half.
Pressing:	Allowed – full court <i>Exception:</i> No pressing allowed by any team that is leading by 15 points or more.
Time Outs:	Each team gets 2 twenty-second and 1 one-minute timeouts per game.
Halftime Break:	3 minutes
Violations:	Players will foul out upon committing their 5 th personal foul. One-and-one shot on 7 th team foul each half. Two foul shots on 10 th team each half.
Jump ball:	Yes at start of game. Second half starts according to possession arrow.
All Other Rules:	High school rules apply.
Mercy Rule:	The clock will not stop on whistle stoppages if a team is leading by more than 20 points in the <u>second half only</u> . If the lead goes below 20 points clock will stop at all whistle stoppages.

CHAMPIONSHIP PLAY GUIDELINES

(Groupings will have pool play and/or bracket play pending number of teams in each grouping)

Pool Play Tie Breakers for championship games:

- Best record (IF same record see below for next tie breaker)
- Fewest points ALLOWED
- Most points scored
- Coin toss

Bracket Play

- Brackets will be set prior to tournament and played accordingly...
- Rules are subject to change ONLY prior to tournament and will be updated and posted accordingly.

ROUND ROBIN PLACEMENT RULES

(4 Team Divisions)

1. Teams will be seeded to determine champion and second place based on the following:
2. Won/loss record
3. Head to head record



4. Point differential in wins/losses with 15 points being the maximum number of points considered.
5. Fewest Points allowed
6. Coin Flip