



## 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](http://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.
- 1<sup>st</sup> Overtime will be 2 minutes running clock. Each team gets one 30 sec. time out only, time outs from regulation do not carry over. 2<sup>nd</sup> Overtime is 2 minute running clock, stops the last 30 secs. with no time outs. If a 3<sup>rd</sup> 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.

### 4<sup>th</sup> 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 <sup>th</sup> 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 <sup>th</sup> team foul each half. Two foul shots on 10 <sup>th</sup> 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 <u>second half only</u> . 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. <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 <sup>th</sup> 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 <sup>th</sup> team foul each half. Two foul shots on 10 <sup>th</sup> 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 5<sup>th</sup> 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<sup>th</sup> team foul each half. Two foul shots on 10<sup>th</sup> 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.

#### **4<sup>th</sup> 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.

#### **5<sup>th</sup> 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.

#### **5<sup>th</sup> 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<sup>th</sup> personal foul. One-and-one shot on 7<sup>th</sup> team foul each half. Two foul shots on 10<sup>th</sup> 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 second half only. If the lead goes below 20 points clock will stop at all whistle stoppages.

#### **6<sup>th</sup> through 8<sup>th</sup>**

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 <sup>th</sup> personal foul. One-and-one shot on 7 <sup>th</sup> team foul each half. Two foul shots on 10 <sup>th</sup> 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