



# RULES

POWERED BY  
**A&J**  
SCREENING

- 1) Current High School Federation rules apply, unless otherwise noted.
- 2) Players must compete in their own grade classification, with the exception that lower grade participants may play up or prior approval by administration.
- 3) Players may only play on one team within the same division.
- 4) ALL Teams must have uniforms with visible numbers.
- 5) No player may be added to a roster after the team has played one (1) tournament game or approved by camp administration.
- 6) FREE THROWS will be shot: \* Bonus on 7th team foul per half \* Double Bonus after the 10th team foul per half
- 7) 3-Point shot will be used on courts that are marked
- 8) Substitutes on Dead Ball ONLY
- 9) Overtime will be 90 seconds with the clock stopping-One time out per overtime  
2nd overtime is SUDDEN DEATH.
- 10) Half-time is two (2) minutes.
- 11) Players will be disqualified after their 5th foul.
- 12) Teams are allowed THREE 30-second time-outs per game. Time-Outs DO NOT carry over to overtime.
- 13) Each team must supply their own warm-up balls.
- 14) Alternating possession on ALL jump balls
- 15) Game length: two 18-minute halves, with clock stopping for time-outs, last 10 seconds of first half, & last 2 minutes of the game, if the score is within 10 points.
- 16) DEFENSE: No pressing when lead is 10 points or more-all ages.
  - 16a. 5th grade and lower no pressing until the last two (2) minutes.
  - 16b. 5th grade and lower man to man defense only.
  - 16c. 6th grade and above-all defense is allowed.
- 17) Technical fouls will be 2 points and possession for the opposing team
- 18) Coaches are responsible for players, & parents of their own team and team valuables.
- 19) Referees have authority to remove players, coaches and/or spectators from any game or the entire tournament for unsportsmanlike conduct
- 20) Teams must supply a scorekeeper
- 21) Each team is responsible for providing their own 1st aid kit and tape and no locker rooms will be available.