

Marshall Hoops Club Basketball Tournament - Rules and Regulations

The National Federation of High School Basketball Rules will be followed unless noted below:

1. **Start Time:** A team can not start a game with less than 5 players. If enough players are not on the floor within 5 minutes after the scheduled starting time an automatic forfeit will occur.
2. **Game Lengths:** 4th and 5th grade will play 12 minute halves, stop time. All other teams will play 14 minute halves, stop time. A running clock will be in effect when ahead by 20 or more points in the second half. Intermission will be 5 minutes. If necessary, overtime periods will be 2 minutes stop time.
3. **Time outs:** Three time outs per game; no carry over to overtime. One additional time-out per overtime.
4. **Allowable Defenses:** In grades 4-6, no half-court zone defenses at any time and full court press is not allowed until the last two minutes of each half. In the 7th and 8th grades, all defenses may be played, including full court press. No full court press will be allowed by any team that is ahead by 15 or more points. The other team can continue to press as they are behind.
5. Each team shall supply their own practice balls. The Home team (top team in each bracket) shall be the official scorer and supply the game ball. 4th, 5th, and 6th grades will use junior size ball.
6. Referee will call in all substitutions. Referee's decisions shall be final.
7. Unsportsmanlike conduct by any individual (player, coach, or fan) towards any referee, player, or coach will not be tolerated. Unsportsmanlike conduct is a possible ejection from the game (Referee's Discretion). A second technical foul on the same team or coach is a team disqualification from the tournament.
8. A player committing 5 personal fouls in a game will be disqualified. If a team has only 5 players left in a game no additional player shall foul out of the game due to a 5th foul and no previously disqualified player may re-enter the game. Subsequent fouls on a player with 5 fouls will result in the fouled team being awarded two points and the ball out-of-bounds.
9. Technical fouls will not be shot. 2 points and the ball will be awarded to the other team for any technical.
10. One and one will be shot after the 7th team foul. On the 10th team foul 2 free throws will be shot.
11. The next game on a court shall start seven minutes after the completion of the previous game. If the previous game has run past the scheduled starting time of the next game, this time may be shortened.
12. The three-point rule will be in effect wherever there are three point lines designated.
13. Marshall Hoops Club is not liable for any injury or lost articles during the tournament. Locker rooms will not be locked. Please take all valuables to your bench area.
14. All participating teams shall supply their own First Aid kits.
15. There will be NO dunking permitted during pre-game warm-ups or during games. A technical foul will be assessed for each dunk or attempted dunk.

16. No players or fans will be allowed on the court during time outs or half time breaks of games. Coaches please make sure you address this with your players.
17. In the case of any unresolved interpretation of the rules the site director shall make the final decision.