



BARNSTABLE YOUTH BASKETBALL

MARCH 2010 TOURNAMENT RULES

General Rules:

- Home team is 2nd team listed and will provide a scorebook person at table
- No regional or AAU teams allowed
- Guaranteed minimum 3 games
- Two IAABO Patched officials for all games. (3 referees in the Finals)
- 5 fouls per player
- 2 technical fouls on a player or coach in a game will result in ejection from tourney
- Two coaches and one scorer only allowed on each bench
- Regulation size ball (28.5 for all girls games and 4th, 5th, 6th boys)
- Teams should arrive twenty (20) minutes prior to their game time. A forfeit will result in elimination from the playoffs and winning team will receive a 15-0 win.
- A team must have five (5) players to begin the game. All players must wear matching shirts with numbers.
- No player will be allowed to participate on more than one tournament team.
- HAVE FUN!!

Rules may change without notice at the time of the tournament & will be posted.

Game Regulations:

- Two 16 minute running-time halves, except foul shots—stop time last two minutes of each half. Clock starts when player receives ball on 2nd foul shot
- Two minute stop time overtimes - one timeout - no carryover timeouts
- Each team is allowed 3 time outs per game, maximum of 2 per half, no carryover, with 1 timeout per overtime period.
- A jump ball will begin the game and all overtime periods. Possession arrow will determine all other possession situations.
- High school rules apply except where noted
- Press comes off with 15 point lead...team behind can press
- 1&1 on the 7th foul. 2 shots on 10th foul
- No Shot Clock – 10 second rule is in effect

- MIAA foul line rule changes will be enforced. Only 2 offensive players and 4 defensive players will be allowed to occupy the lane spaces. The spaces closest to the basket will remain vacant.
- HAVE FUN!!

4th, 5th Grade Boys & 5th, 6th Grade Girls:

- Only half court man-to-man defense allowed (except last two minutes of each half)
- Full court press in the last 2 minutes of each half and overtime allowed.
- Double teaming of the ball is allowed inside the 3 point arc. A player does not have to go outside of the 3-point arc to play defense if the opposing player is beyond the arc . A two (2) shot technical foul will be assessed after the 2nd called illegal defense. The technical foul is **not** assessed to a player or the bench

Pool Play Tie breakers

1. Best Record
2. Head to head
3. Point differential against all opponents. NOTE: The maximum point spread to be taken into account is 15 points per game
4. Least points allowed against all opponents
5. Coin toss

Please note that there will be a charge at the door. \$3/game, \$5 for a weekend pass. Please be sure that your parents are aware of this.