



EAST RIDGE CLASSIC 2010 TOURNAMENT RULES

Rules will be according to the current basketball rulebook governed by the National Federation of State High School Associations—with the following additions and exceptions:

- 1) **HOME/VISITOR:** The **Home team** is the **FIRST** team listed on the pool or bracket schedule. The home team is responsible for providing an official scorer for the game. The official scorer must sit at the scorer's table and must use the official score sheet provided for the game. The **Visiting team** will provide the game ball and will wear alternate colored uniforms if required.
- 2) **PLAYERS:** A team must have at least 5 players to start a game. Teams (with a minimum of 5 players) not on the floor within 5 minutes after scheduled starting time will forfeit.
- 3) **THREE POINTERS:** The 3-point shot rule will apply at all grade levels whenever the playing floor is so marked.
- 4) **GAME TIME:** All games will be 14 minutes stop time halves. If a 20 point lead is attained in the final 7 minutes of the second half, the game clock will be running time except for time-outs and free throws. Stop time will be reinstated if the lead goes 10 points or below. Running time will be enforced in both bracket and pool play.
- 5) **WARM UP/HALF TIME:** Half-time will be 5 minutes. Warm-up time will be 5 minutes as time allows. The tournament reserves the right to alter game times, half-time, and warm-up time as needed to keep on schedule. The tournament strongly encourages teams to arrive 20 minutes early, as games may start early.
- 6) **OVERTIME:** If the game is tied at the end of the second half, a 2-minute (stop time) overtime period will be played. If still tied after the 2-minute overtime period, a "sudden victory" will apply with the first score after the jump ball.
- 7) **TIE BREAKER:** Pool Play Tie Breaker:
 - a. head-to-head record
 - b. point spread total for all pool play games (Max of 15 points per game)
 - c. fewest points allowed in pool play
 - d. coin toss
- 8) **BONUS:** Bonus free throws to be shot on the 7th team foul of each half. Starting with the 10th team foul of each half, 2 free throws are awarded.
- 9) **TIMEOUTS:**
 - 1st Half - (1) 1 minute timeout and (1) 30 second timeout
 - 2nd Half - (1) 1 minute timeout and (1) 30 second timeout
 - 1st Overtime - (1) 1 minute timeout
 - 2nd Overtime – (0) timeoutsNote: Timeouts do not carry over to the 2nd half or any of the overtimes

- 10) **PRESSING:** Full court presses, including double teams, are allowed at all grade levels if they are in accordance with rule #11 below. When a 20 point lead is reached, the leading team no longer may press. Officials will remind the leading team to remove the press. Officials will issue 1 warning. All subsequent violations may be assessed a technical foul. The leading team may resume pressing if the lead is cut to 10 points or less.
- 11) **DEFENSE:** Allowable defenses:
 - a. 6th, 7th, 8th and 9th grade - No defensive restrictions.
 - b. 5th - No zone defenses of any kind. The only allowable full and half-court defense is man to man. Double-teaming is allowed. Weak side help defense is allowed.
 - c. 4th - No zone defenses of any kind. Full court pressing is allowed in the last 7 minutes of the second half and over-time(s). The only allowable full and half-court defense is man to man. Double-teaming is allowed. Weak side help defense is allowed.
- 12) **TECHNICAL FOULS:** Technical fouls will be assessed according to the current rules of the National Federation of State High School Associations with the exception that 2 points are automatically awarded (no free throws) and possession of the ball is awarded.
- 13) **EJECTIONS:** Ejection Policy. Any coach, player or spectator ejected from a contest will be disqualified from participation in that game and the next game.
- 14) **PROTESTS:** No protests will be considered. All decisions will be made by the officials on the floor.