



2015 and 2016 Grade Divisions Youth Basketball Tournament Rules

Coaches please report to your designated game site at least 30 minutes prior to your scheduled game time. If the preceding game is finished early, your game may start 15 minutes early. Teams are not guaranteed warm-up time.

1. Teams play two 15-minute halves with the running clock, except for time-outs and unnatural occurrences. During the last two minutes of each half, the clock will be stopped as per National Federation High School Rules. **5-minute halftime.**
BSG Commissioners/coordinators have the authority to call a one minute non-coaching timeout for a water break midpoint in each half if deemed necessary by hot and humid conditions.
2. Each team is allowed three, 20-second timeouts and one 1-minute timeout per game as well as one additional 1-minute timeout per overtime period.
3. We have instructed officials to enforce the “half court man to man defense rule”. This means no zone defense, even by one player. **Double-teaming will only be allowed in obvious help and recover situations. Half-court trapping of any kind is prohibited.** Officials will also enforce violations of non-offensive style offenses (approximately outside the 3-point range). However, both rules will change during the last two minutes of the game. At this time, any offense and defense will be allowed.
4. All technical fouls will result in two free throws and possession of the ball. The only exception to this rule is when a technical foul is called for an illegal defense/offense resulting in the awarding of two points (no free throws will be taken) to the offended team and the ball out of bounds at mid-court to the offended team.
5. In the case of a tie after regulation, there will be a three-minute overtime. The first minute is a running clock, during the last two minutes the clock will stop. Three-minute overtimes will continue until a winner is determined. Any defense may be played during the last two minutes of the overtime period.
6. No jewelry is to be worn while playing. Jewelry included: rings, earrings, necklaces, barrettes, etc.
7. Teams are responsible for providing their own warm-up balls. This tournament will use a **women’s size ball**. The Badger State Games will not have extra balls on hand. Please mark your basketballs.
8. As per the National Federation Rules, a team will shoot the bonus on the 7th foul by the opposing team.
9. **The three-point field goal will be used.**
10. No player may enter the lane on a free throw until the ball strikes the rim.
11. All teams must bring numbered jerseys (preferred to have two different colored jerseys). If teams competing have the same colored jerseys, the first team alphabetically will have to change jerseys. A team may be asked to change even if they are not the home team.
12. If a team refuses to play when directed to do so, that team is disqualified from all further tournament play.
13. **All Commissioner decisions are final.**