

YOUTH BASKETBALL TOURNAMENT RULES

Dickinson Parks & Recreation (UPDATED: 9-27-17)



- 1) NDHSAA rules will be used along with the exceptions listed below.
Our tournament rules require coaches stay seated so the scorer and spectators may see the game. Any team determined to be playing with an ineligible player(s) will be immediately disqualified from the tournament. All players must be listed on the tournament roster submitted for the tournament.
- 2) **Any unsporting foul on a player will also include a 4-minute cool-down. (Player must sit 4 minutes of actual game time off the clock before re-entering the game.)**
- 3) Courts will be available 45 minutes prior to first scheduled games of the day.
- 4) Players must compete in their own grade classification, with the exception that players in a lower grade may participate in an older division. Players from different schools may play together. All players are eligible to participate in the proper girls or boys division. **NOTE: Players may play on one team only.**
- 5) All teams must have uniform shirts with visible numbers on back or front. Numbers are recommended on both sides.
- 6) 3-point shot will be used in all divisions if floor is marked.
- 7) 3rd & 4th GRADE: Will use 12 ft. free throw line.
- 8) Game Ball: (Women's Ball - All Girls + Boy's Gr. 4-6) (Men's Ball - Boy's Gr .7-8)
- 9) **3rd - 6th GRADE: NO zone defense / NO full-court press, except if the score is 5 PTS OR LESS DURING THE LAST 2 MINUTES OF THE GAME; then both teams may (MAN-TO-MAN) press (not zone or scramble press). First offense will result in a warning and the second offense will result in a technical. A half-court man-to-man press is allowable.**
FULL-COURT DEFENSE: Common sense must prevail! If teams are in transition and offense dribbles ball off a foot/throws a pass and it hits defense in the back/etc., defense may gain possession as there is no pressing intent. The offense must still take care of the ball.
HALF-COURT DEFENSE: Defensive player may be in the lane (help side defense) if he/she is using man principles of body position to see the ball and the player he/she is guarding. It is considered a zone if defensive player has back turned on man they are guarding while ball is on the perimeter. Double team is not a zone if offense presents ball in another defensive player's area.
Teams may switch on a screen, but the defensive player guarding the player setting the screen, must be within 6 feet of the player when the screen is set, then switching men on the exchange. (Ex: Offensive post player goes up & sets a back pick on the wing; defensive post player stays on the low block & picks up the wing cutting to the basket – this would be considered a zone as the post made no attempt to guard his man setting the screen.
On screens being set on a player outside the 3-pt line, the defensive player guarding the screener need only go within 6 ft inside the 3 pt line (you cannot set players in the 4 corners and set a screen with a baseline player going up to the ½ ct. line expecting the defense to follow their player, thus enabling a total clear out situation for the ball handler – this is not teaching proper man-to-man fundamentals)
- 10) **7th - 8th GRADE:** May play any type of defense/may full court press. We strongly urge coaches to refrain from using pressure defense if the score is of a wide margin as this is unsportsmanlike!
- 11) All teams will be guaranteed three games. **FORFEITS ARE COUNTED AS A GAME.** Bracket format will be determined by number of teams.
- 12) Game time is forfeit time. You may start a game with four players.
- 13) We will have four 8-minute quarters with a running clock. Clock will stop for free throws and timeouts only. (3 MIN HALF TIME)
- 14) **Clock will stop the last two minutes of the game for all normal STOP-CLOCK game situations IF: (Grades 7-8 @ 10 pts or less score difference) (Grades 3-6 @ 5 pts or less score difference)**
NOTE: Official may stop the clock at his discretion if he feels a coach is substituting at the end of the quarter with the intent of running out the clock so the other team cannot inbound the ball.
- 15) Substitution is allowed on dead ball situations only.
- 16) Players are allowed five fouls. Teams will shoot the Bonus on the seventh team foul with two shots on the 10th team foul.
- 17) Teams are allowed 3 timeouts per game. Overtime periods will be two minutes, with clock stopping as in regular play. Teams will be allowed one timeout per overtime. (Timeouts do not carry over)
- 18) Each team must supply their own warm-up balls.
- 19) Roster changes will not be allowed after you have played your first scheduled game.
- 20) Adult coaches (18 years or older) must accompany their teams to the locker room vicinity, during games and at all other tournament activities.
- 21) Tournament pairings and location of games will be posted on our website: www.dickinsonparks.org