

MANDAN BOYS BASKETBALL CLUB YOUTH TOURNAMENT RULES MANDAN, ND

REGULAR HIGH SCHOOL RULES WILL BE USED, WITH THE EXCEPTION OF CHANGES LISTED BELOW.

1. 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' grades 3 - 8 are eligible to participate.
NOTE: Players may play on one team only. The penalty for a player playing on more than one team is disqualification of both teams involved or if more than two, all teams involved.
2. All teams must have uniform shirts with visible numbers on back. Numbers are recommended for the front.
Dark-soled shoes which leave floor marks are not allowed.
3. 3-point shot will be used in all divisions if floor is marked.
4. Free throws: All divisions will follow high school rules. Players are allowed to enter the lane upon release (ball leaving the shooter's hands), with the exception of the circle around the free throw line, which cannot be entered until the ball hits the rim. In other words, defensive players cannot block out the shooter until the ball hits the rim and the shooter cannot enter the lane until the ball hits the rim.
5. **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 would be unsportsmanlike.
6. **3rd 4th, 5th & 6th GRADE:** NO zone defense of any kind allowed. Full court press allowed by both teams in the last three (3) minutes of half and game if score differential is less than 12 points.
7. Women's ball will be used in all divisions with the exception of the 7th and 8th grade boys.
8. All teams will be guaranteed three games. **FORFEITS ARE COUNTED AS A GAME.**
Bracket format will be determined by number of teams.
9. Game time is forfeit time. You may start a game with four (4) players.
10. We will have **two 16 minute halves** with a running clock. Clock will stop for free throws and timeouts only.
If **score is less than 10 points**, clock will stop during the last two (2) minutes of the game. **THREE MINUTE HALF TIMES.**
11. If the game is tied at the end of regulation, overtime will be played. The first overtime period will be two minutes, with clock stopping as in regular play. If a second overtime is required, it is sudden death (first team to score wins game).
12. Substitution is allowed on dead ball situations only.
13. Players are allowed five (5) fouls. Teams will shoot the bonus on the 7th team foul with two shots on the 10th team foul.
14. Teams are allowed 3 timeouts per game. Each team will get one timeout for overtime.
15. Each team must supply their own warm-up balls.
16. Roster changes will not be allowed after the final registration deadline. Any changes to be made to your rosters after you have registered and before this final deadline can be communicated to the club via email (mandanbbc@gmail.com).
17. Adult coaches (18 years or older) **must** accompany their teams to the locker room vicinity during games and at all other tournament activities.
18. Daily admission will be \$6.00 for adults, \$4.00 senior citizens, \$4.00 for grades 1 - 12, and free for ages 5 and under.
19. Individual awards will be given to 1st, 2nd and 3rd places (if the division is full). The number of awards will be determined by number of teams in each division.