

Brainerd Basketball Association Tournament Rules

National Federation of High School Basketball Rule Book will be followed except as noted below:

General

1. Intermediate size balls will be used at 4th, 5th & 6th grade level.

Score Keeping

2. Home team must provide a parent as the official score keeper.
3. Coaches must present lineups to the scorer's table 5 minutes before the scheduled start of their game.
4. Three point baskets are allowed for all grades.
5. Forfeits will result in a 15-0 score.
6. Tie-Breaker System used is as follows:
 - Head-to-head competition
 - Point differential of those teams involved in the tiebreakers, based on head-to-head competition.
 - The most points a team may receive during any game is a +15 or a -15 differential.
 - In a three way tie, first place will be awarded to point differential winner.
 - Second and third place will be determined by head-to-head competition.

Time Management

7. For grades 4-9, there will be two 14-minute halves.
8. Half time will be 3 minutes.
9. Timeouts will be 1 minute.
 - Each team is allowed 3 timeouts per game.
 - Timeouts do not carry over into overtime.
10. A minimum of 5 minutes is allowed for warm up. However, if games are running behind schedule, referees and/or tournament officials may alter the warm up time accordingly.
11. Any team not present and ready to play within 10 minutes of the designated start time will forfeit that game.
12. A team must have five players on the floor to start the game, but may finish the game with less than five.
13. Games may run ahead of schedule, you will be required to start 5 minutes from the end of the previous game.
14. Stop time will be used the entire first and second half but tournament officials have the authority to switch games from stop-time to run-time in order to meet daily scheduling requirements set by the facility.

- If the score goes above a 20 point differential, during the second half, we switch to running time when there are 7 minutes remaining in the second half.
- If during the last 7 minutes in the second half, the score differential falls below 15 points, we go back to stop time.

Overtime

15. Overtime will start with a jump ball.
16. The first overtime is 1 minute.
17. Each team is allowed one (30 second) timeout per overtime.
18. After the first overtime, sudden-death (first to score) will take place.

Free Throws

19. Bonus free throws will be shot on the 7th foul of each half.
20. Double bonus free throws will be shot on the 10th foul of each half.
21. Technical and intentional foul free throws will be shot.

Pressing & Defensive Play

22. No full court presses are allowed by a team that is ahead by more than 20 points.
23. No full court press for 4th grade except for the last 2 minutes of the game.
24. Man-to-man full court press only at 5th grade.
25. No zone defense at 4th & 5th grade level.

Team Conduct

26. Referees and/or tournament officials will resolve all disputes as they occur. Decisions are final and not subject to appeal.
27. Abuse of referees from coaches, players or fans will not be tolerated.
28. Coaches are responsible for the conduct of their players and fans.
29. Coaches, players or fans exhibiting unsportsmanlike conduct may be asked to leave the entire facility by the referees and/or tournament officials. Refusal to leave will result in a forfeit of the game. If the situation persists, the entire team will be removed from the rest of the tournament, with no refund due.
30. Players or coaches receiving two technical fouls in a game will be ejected from the game and suspended for the next game as well.
 - Technical foul: 2 shots and ball at mid court.
 - Intentional foul: 2 shots and ball at the spot of the foul.