

**Courts Plus Community Fitness**  
**5<sup>th</sup> - 8<sup>th</sup> Grade Boys Basketball**  
**11<sup>th</sup> Annual Holiday Classic**  
**RULES & REGULATIONS**

The basic rules and regulations for the tournament shall be the same as those utilized by the North Dakota State High School League.

Listed below are rule modifications and/or highlights for the tournament.

**Player Eligibility:** Players must be enrolled in the grade in which they are participating. However, it is permissible to play up a grade. For example, a 5<sup>th</sup> grader may play on a 6<sup>th</sup> grade team, but a 6<sup>th</sup> grader may not play on a 5<sup>th</sup> grade team.

**Team Eligibility:** Teams must enter the grade division of the oldest player on their team. However, it is permissible to play up a grade. For example, a team with 5<sup>th</sup> graders may play in the 6<sup>th</sup> grade division, but a team with a 6<sup>th</sup> grader may not play in the 5<sup>th</sup> grade division.

**Timing Factors:**

*Game Length:* Games shall consist of two, eighteen minute halves. **The clock will stop on free throws, substitutions, timeouts, injuries, final two minutes of the first and second half, overtime** and any other excessive time loss. Game time is forfeit time.

*Mercy Rule:* **If there is a twenty point lead, the game clock will only stop on timeouts and injuries. Full court pressure is not allowed in any division by the team leading by twenty points.**

*Half Time:* Half time shall not exceed **three minutes**.

*Time Outs:* Each team will be awarded **two 60-second time outs per half**. Unused time outs cannot be carried over into the second half or overtime period(s).

*Overtime Periods:* Overtimes shall be a **two-minute stop time period**. Each team is awarded one additional timeout for each additional overtime period (no carryover of unused timeouts).

*Warm Ups:* Each team will be given a minimum of **five minutes** to warm up prior to tip-off.

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## Equipment

*Game Balls:* Courts Plus will provide a game ball. Teams should bring their own warm-up balls. The **5<sup>th</sup> and 6<sup>th</sup> grade divisions will use the smaller (28.5) basketball.** The **7<sup>th</sup> and 8<sup>th</sup> grade divisions will use the regulation size basketball.**

*Uniforms:* Jersey tops must be of identical color and should be **numbered on the front and/or back.** If available, teams should bring their light *and* dark colored jerseys.

*Officials:* Two officials and a scorekeeper will be used for all tournament games. All major disputes and complaints should be brought to the attention of the tournament director.

## General Rules

a) *Ejection Policy:* Any coach, player or spectator ejected from a contest shall be disqualified from participation **in that game and the next game.** They will be allowed to participate after the disqualification has expired. However, if the ejection was due to “flagrant unsportsmanlike conduct,” they will be **disqualified for the remainder of the event.** Examples of “flagrant unsportsmanlike conduct” include but are not limited to cheating, fighting, repeated abuse of the officials, threats to the officials, repeated use of profane language, etc.

b) *Technical Foul Policy:* Any player, coach or spectator that receives a **technical foul will sit out the remainder of the game (Officials Discretion).** Any player, coach or spectator that receives a **second technical will sit out the remainder of the tournament (Officials Discretion).**

c) Bonus free throws are awarded on the seventh team foul. Double bonus free throws are awarded on the tenth team foul.

d) Full court press is allowed in the **final five minutes of the second half**, and overtime for the **5<sup>th</sup> and 6<sup>th</sup> grade divisions.** There will be **NO restrictions on pressing for the 7<sup>th</sup> and 8<sup>th</sup> grade divisions.** Teams **may not use a full court press if they are leading their opponent by 20 points or more.**

e) **All defenses are allowed in all grade divisions. (Zones, Trapping, Man-to-Man, Double Teaming, etc.)**

f) The three-point shot is in effect for all grade divisions.

g) A technical foul will consist of two shots and the ball. The free throws must be shot by a player on the court.

h) The shot clock **will not** be utilized for the duration of the tournament.



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