

Courts Plus Community Fitness 3rd Grade Boys Basketball 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 2nd grader may play on a 3rd grade team, but a 4th grader may not play on a 3rd 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 2nd graders may play in the 3rd grade division, but a team with 4th graders may not play in the 3rd 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 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.



Equipment

Game Balls: Courts Plus will provide a game ball. Teams should bring their own warm-up balls. The **3rd grade division will use the smaller (28.5) basketball.**

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

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).**

d) **Full court press** will be allowed during the **final three minutes of the second half,** and overtime. Teams **may not** use a **full court press** if they are leading their opponent by **20 points or more.**

e) **NO ZONE DEFENSE** will be allowed in the 3rd Grade Division, however help side defense will be allowed.

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

d) The three-point shot is in effect for all tournament games.

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

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