



2026 Tournament Rules and Regulations

- 1) **PLAY AT YOUR OWN RISK!**
- 2) All games are played to 15 points or to a 15 minute time limit.
 - a) Scoring is by 1's and 2's.
 - b) If the game is tied after 15 minutes, a tiebreaker free throw contest will be used to determine the winner.
- 3) Boys in grades 3, 4, 5, and 6 will play with a 28.5" (girls) size basketball.
- 4) A coin flip will begin all games. Overtime will also result in a coin flip with sudden death.
- 5) Each team is allowed 1 timeout per game, not to exceed 1 minute in length.
- 6) Free throws are in effect after 6 team fouls. One free throw is awarded per violation.
- 7) Players cannot foul out:
 - a) Shooting fouls will result in a choice of the following:
 - i) One free throw attempt for 1 point. If a free throw is missed, the fouled team will retain possession.
 - ii) One shot attempt beyond the 2-point line. If a 2-point shot attempt is missed, possession will automatically go back to the defensive team.
- 8) Technical fouls result in 2 points automatically awarded to the opposing team, as well as possession of ball.
- 9) Referee or tournament director has the right to remove any player from play for excessive contact or other unprofessional behavior (fighting, foul language, etc.)
- 10) Defense must clear the ball beyond the 2-point line after a miss to initiate the next offensive possession.
- 11) After a made basket or a stop in play, ball must be checked at the top of the key.
 - a) In-bounder does not need to pass the ball to a teammate to initiate offense on inbound play. In-bounder may dribble to initiate offense.
 - b) Substitutions can be made at any time the ball is checked.
- 12) Trophies awarded to Division Champs.
- 13) RULES ARE SUBJECT TO CHANGE without notice, and any changes made to these rules on Tournament Day may take precedence over the above established rules and regulations.