



3rd Grade & Under School Based 2017-2018 Tournament Rules & Info.

Please: No Carry-Ins

Please Clean Bench area after each game!!

- Playing Time:** Two **15** minute halves with a running clock. Clock stops last 30 seconds of first half.
Clock stops last 2 minutes of second half.
(Coming out of time outs, the clock will start when the ball is in play,
i.e. free throws clock will start when the ball is touched or in bounded)
- Time Outs:** Each team will receive 3 timeouts per game. (1 minute in length)
- Halftime:** Will be 2 minutes in length, or less if we are running behind.
- Overtime:** Will be 1 minute with stopping clock. Each team will be allowed 1 timeout
for ALL overtime periods (not per OT period), 2nd overtime will be the first team to score a single point
- Bonus:** Will be shot on 7th team foul. Double bonus on 10th foul.
- Defense:** **3rd grade** - Man to Man only
NO pressing

Technical/Intentional Fouls: Technical/Intentional fouls will result in loss of possession as well as 2 points.
Player/Coaches will be ejected from tournament after 2 technical/intentional fouls.

EXTRA: Only 1 Coach (The Head Coach) may stand while game is in progress!
A technical may be assessed to your bench if this rule is not obeyed.
Coaches are responsible for their teams sportsmanship and FAN BEHAVIOR!

- Specifications:** 1st & 2nd graders are allowed to play on these teams
3rd grade & under use JR. size ball - 27.5 (a girls ball - 28.5 may be used if both teams agree)
No half court line (no over and back rule) JAG will supply game ball
74' x 50' court (high school court is 84' x 50') 9' basketball hoops
Score is kept, but can be turned off in lopsided games No 3-point line
3rd grade players may cross the free throw line when attempting a free throw

SPORTSMANSHIP IS A MUST!

Only 2 coaches and 1 scorekeeper allowed free admission into tournament.

*No protests allowed. Referee will be more lenient with violations.

*Unsportsmanlike play, coaching, and /or spectators will be dealt with.

*All other WIAA rules apply
