

**MANDAN BACKBOARD BOOSTERS CLUB
YOUTH BASKETBALL TOURNAMENT
MANDAN, ND**

REGULAR HIGH SCHOOL RULES WILL BE USED, WITH THE EXCEPTION OF CHANGES LISTED BELOW.

Players must compete in their own grade classification, with the exception that players in a lower grade may participate in an older division. Players from different schools may play together.

All players' grades 1 - 8 are eligible to participate.

NOTE: Players may play on more than one team as long as it isn't in the same division.

1. All teams must have uniform shirts with visible numbers on back. Numbers are recommended for the front. Dark-soled shoes which leave floor marks are not allowed.

2. 3-point shot will be used in all divisions if floor is marked.

3. 7th & 8th GRADE: High School rules may play any type of defense / may full court press as long as score is within 20 points.

4. 2nd , 3rd , 4th, 5th & 6th GRADE: NO zone defense of any kind allowed. You can be help side defense. Offensive players must be part of the offense. You get one warning after that the opposing team will be awarded one point for each violation. Full court press allowed in last two (2) minutes of the game only as long as score is **within 10 points.**

5. Women's ball will be used in all divisions.

6. All teams will be guaranteed three games. **FORFEITS ARE COUNTED AS A GAME.** Bracket format will be determined by number of teams.

7. Game time is forfeit time. You may start a game with four (4) players.

8. We will have two 16 minute halves with a running clock. Clock will stop for timeouts and free throws only. If score is less than 10 points, clock will stop during the last two (2) minutes of the game. Halftimes will be 2 Minutes. If the score becomes greater than 20 points the clock will run on everything except timeouts.

9. Substitution is allowed on dead ball situations only.

10. Players are allowed five (5) fouls. Teams will shoot the bonus on the 7th team foul with two shots on the 10th team foul.

11. Teams are allowed 3 timeouts per game. Overtime will be one (2) minute period with clock stopping as in regular play. Teams will be allowed one timeout during overtime play. If score remains tied after first overtime period, play will move to sudden death. Sudden death will begin with a jump ball and first team to score wins. There will be no timeouts during sudden death play.

12. Each team must supply their own warm-up balls and a game ball.

13. Rooster changes will not be allowed after you have played your first game.

14. Adult coaches (18 years or older) to coach..

Daily admission will be \$5.00 for adults, \$3.00 senior citizens, \$3.00 for grades 1 - 12, and free for ages 5 and under.

15. Awards will be given based on the number of teams in each division.