

# Tournament Rules

## WINTER 25/26 - 3 Game Guarantee

Updated 10/08/2025

The SDHSAA rules governing the game of basketball will be followed with these additions or exceptions:

**\* NO PROTESTS ALLOWED. GAME REFEREES CONTROL THE GAME.**

**\* Each team MUST supply either a score keeper or a time keeper per game.**

**\* The winning team of the game MUST deliver the scoresheet to the front desk.**

**\* No zone or press in Boys and Girls 3<sup>rd</sup> and 4<sup>th</sup> division or any mixed division where Boy & Girls 3<sup>rd</sup> and/or 4<sup>th</sup> grade teams play.**

\* Intermediate size balls will be used in all divisions through 7<sup>th</sup> grade.

\* 8th Grade and High School Divisions will use the appropriate ball for their gender. (29.5 for Boys, 28.5 for Girls)

\* The individual registered as the "Coach" must be on the bench during all games. This individual must be a minimum of 21 years of age or part of a program as a student coach.

\* Full court press is allowed to a 15-point lead. After 15 points, no press is allowed for divisions that allow press and zone (Does not apply to HS Divisions)

\* All divisions will have **18** minute halves with stopped clock under 2 minutes of second half only.

a. Clock will become a running clock when one team leads by 20.

b. Once lead has reduced to 10 will revert back to a stopped clock on the whistle.

\* Individual Fouls maximum follow SDHSAA Rules - Maximum of 5 fouls per game per player.

\* Fouls will be reset each half. Once 7 team fouls have been awarded against a team, the opposing team will be awarded a free throw attempt, if made a second shot is awarded. After 10 team fouls have been awarded, the opposing team will be awarded two free throw attempts.

\* Referee may call game if lead is greater than 20 point with less than 1 minute left on the clock

\* Three time outs per game (3 full - 60 second timeouts), **you forfeit one if not used 1st half**

\* 3-minute break at half time as time allows.

\* Tie Breakers Used in this order: Head to Head, Point Differential (Max Point Dif 20 Per Game), Points Allowed, Points Scored.

\* If you feel that Tournery Machine has mis-calculated the ranking you must let the tournament staff know immediately .

\* If a player is heard by a ref using disparaging, racist, and vulgar language while playing or on the bench the ref can assess technical fouls as described below.

\* Technical fouls are scored 2 points and the ball out of bounds.

a. If two technical fouls are awarded to the bench, THE HEAD COACH is to leave the game.

b. If two technical fouls are awarded to the same player, that player is ejected from the game.

\* Intentional fouls are scored 2 points and the ball out of bounds.

\* **First OT** - two minutes. **Second OT** - sudden death. Each team is given 1 time out to be used in each OT. **No Regulation Time Outs will carry over.**

\* All players scheduled for this tournament will receive free admission. Player must be wearing a jersey with the team name and number indicated and be seated on the team bench for their division.

\* A player may play for more than one team, but cannot play in same grade division.

a. A player can only play "up" a grade or skill level.

b. No concessions will be made due to conflicts in game times.

\* Please have team ready to play 15 minutes prior to the start of your game in case of early start.

\* All games will start at the top of the hour unless a court is running behind then a 3 minute break between games will be allowed.

\* All teams must have a basketball and uniforms with properly numbered jerseys.

\* **No TAILGATTING or Alcohol consumption** allowed within tournament facilities or within parking area of tournament facilities.

\* Teams need to supply their own practice balls.

**Unsportsmanlike behavior from coaches, players, or fans will not be tolerated and may result in immediate removal from the game/premises.**

### TIE BREAKERS EXPLAINED IN DETAIL:

**NOTE:** Tie breakers within Tournery Machine never go back to the top of the tie breaker list. For example, if three teams are tied with Head to Head as the first tie breaker, and all three teams have a 1-1 record against each other, the Head to Head rule doesn't break any ties. The system will then go to the next tie breaker. If the next tie breaker is Pt Diff and Team 1 has a differential of 3, Team 2 has a differential of 2 and Team 3 a differential of 1, then Team 3 will be last, Team 2 second and Team 1 first, even if Team 2 be at Team 1 Head to Head because it was bypassed in the first step and does not go back to the top, even after Team 3 is eliminated by the differential rule.

### TIE BRAKERS IN ORDER w DEFINITION:

**Head to Head** - This breaks ties based on the Record tie breaker (or Points, if points are used) against the tied teams. For example, 3 teams

**Pt Diff** - The differential tie breaker determines the total difference between a team's score versus their opponents'. The largest differential

**Pts Scored** - The total of a team's score. The higher total wins the tie breaker.

**Pts Allowed** - The total of a team's opponent's score. The smallest total wins the tie breaker