

# JAMESTOWN YOUTH BASKETBALL SHOOT-OUT

\* CHECK IN ½ HOUR PRIOR TO GAME TIME AT LOCATION\*

## GENERAL RULES & REGULATIONS

**Regulation basketball rules will be used with the exception of changes below:**

1. Coaches must accompany their teams into locker rooms or the coach will be responsible for any damages.
2. Players must compete in their own grade division, with the exception that players in a lower grade may participate in an older division. Males must play in boys divisions. Females must play in girls divisions. Players may only play on one team with the exception of a player injury or a shorthanded team but only on approval of tournament staff.
3. All teams must have uniform shirts with visible numbers.
4. We WILL NOT assume responsibility for lost articles.
5. We will supply the scorekeeper sheets. These will be turned into the clock operator at the end of each game so the results can be posted on the bracket sheet.
6. Everyone will be guaranteed 3 games. Game time is forfeit time. A team must have 5 players to begin games. A forfeit is considered a guaranteed game.
7. Blue Jay Basketball Boosters will not assume responsibility for accidents and the tournament is in no way associated with Jamestown Public Schools.
8. Ejection from a game will also result in that player not playing the next game, per NDHSAA rules.
9. 7<sup>th</sup> – 8<sup>th</sup> grades may play any type defense. 3<sup>rd</sup> – 6<sup>th</sup> grades will NOT be allowed to play any type of zone defense. 1<sup>st</sup> violation – warning. 2<sup>nd</sup> violation – technical. 1/2 CT: Defensive player may be in the lane (help side defense) if he/she is using man principles of body position to see the ball and the player he/she is guarding. Call zone if defensive player has back turned on man they are guarding. Double team is not zone if offense presents ball in another defensive player's area.
10. 7<sup>th</sup> – 8<sup>th</sup> grades may full court press. 3<sup>rd</sup> – 6<sup>th</sup> grades will be allowed to full court press during the last **TWO** minutes of the game **ONLY**. 1<sup>st</sup> violation – warning. 2<sup>nd</sup> violation – technical.
11. Roster changes WILL NOT be allowed after you have checked in. All players must have parent's signature prior to playing. Scorekeepers and/or clock operators will NOT handle roster changes or additions.
12. Regulation basketballs will be used. (28.5 size ball will be used in all Girls Divisions and 3<sup>rd</sup> thru 6<sup>th</sup> grade boys).
13. Two time-outs per half with no carryovers allowed. Substitution is allowed on dead ball situations only.
14. One 3 minute rest period at half time.
15. Three point baskets will be allowed in gyms where 3 point stripes are visible.
16. Two 16 minute halves. Continuous running clock, except for time outs, free throws, injuries and other official purposes. Normal timing regulations apply for the last 2 minutes of the game; unless point spread is 20 points or more. We strongly urge coaches to refrain from using pressure defense if the score is of a wide margin as this is unsportsmanlike.
17. Overtime will be 2 minutes, with clock stopping as in regular play. Each team will receive 1 time-out. No time-outs will carry over. A jump ball will begin each overtime period. Second overtime will be determined by a Free Throw Shoot Off (5 players per team, 1 shot each, most made is winner, repeat if another tie, if still no winner, determine by coin flip).
18. NO PROTESTS. Officials' decisions are final.
19. NOTE: Official may stop the clock at his discretion if he feels a coach is substituting at the end of the period with the intent of running out the clock so the other team cannot inbound the ball.
20. Each team is responsible for their warm-up basketballs.
21. Daily admission will be \$5.00 for adults, \$3.00 for grades 1 – 12 and free for preschool.