



### **AGE GROUPS:**

3rd-4th Grades Boys & Girls (might be co-ed depending on registrations)

4th-5th Grades Boys & Girls

5th-6th Grade Boys & Girls

7th-8th Grade Boys & Girls

9th-10th Grade Boys & Girls

11th-12th Grade Boys & Girls

- Some age group might be combined or changed slightly
- Max. 5 Players/Team.
- Boys & Girls are separate brackets (unless otherwise specified)

### **PLAYOFF FORMAT**

Generally the team will be seeded according to their record. Every team makes the playoffs. Then teams enter single elimination bracket play. Tie breakers: 1) head to head; 2) point differential in games between teams involved in tie (max 15 points/game); 3) most points scored in games between teams in tie; 4) coin flip. If a team drops out in any of the above steps but other teams are still tied, revert back to tie breaker #1

**REFEREE:** There will be one referee scheduled for each game.

### **GAME RULES:**

- 20 minute, half court games with running clock;
- Clock stops on Technical fouls.
- Clock stops last 2 minutes of game on whistles and made baskets.
- Three 30-second timeouts per game; one additional 30-second time out for each OT
- 2-minute overtime followed by 1-minute overtimes until tie is broken.
- No “make it, take it”

### **NO STALLING:**

Due to the limited number of players on the floor, it is extremely difficult to defend a stalling offense; therefore, stalling is not allowed. Stalling is defined as not making an effort to attack the basket within 5 seconds. An attack is considered taking 2 steps toward the basket. The referee will warn the team after the first offense; subsequent offenses will result in technical fouls assessed to the bench (these T's do not count toward removal of coach or player).

### **CHECKING/TAKE BACKS:**

The ball must be taken back (not checked) after each change of possession (steal, defensive rebound, etc). The defensive team must take the ball back even if the offensive team shoots an air ball. Failure to properly take the ball back will result in a stop in play and checking the ball (no turnover). If a basket is made after an improper take back, the basket will not count. The take back line is the 3 point arc. To properly take the ball back, the player with the ball must at least touch/go over the 3-point arc. The ball will be checked after each made basket and stop in play (i.e. violation, out of bounds) at the top of the key behind the 3pt arc. When checking the ball, the offensive player tosses the ball to the defensive player who then gives the ball back at about waist level and in a manner that the offensive player can easily control the ball. Once the offensive player receives the ball, the game is live. There will be no “street” moves or funny/cute checking procedures. Failure to check properly will result in a warning to the team. 2nd team violation will result in a technical foul.

### **FOULS/FOUL SHOTS:**

- Each player is allowed 5 personal fouls each game.
- Fouls shots are performed the same way they are in regular 5 on 5 games.
- Bonus will occur on the 7th team foul.
- Double Bonus will occur on the 10th team foul.
- Any player or coach receiving two technical fouls will be ejected from that game and will not be allowed to play in their next game.

### **MISCELLANEOUS:**

- Teams need to share the court for warm-ups.
- First possession of the game and each overtime period is determined by coin-flip.
- Coaches responsible for ensuring that players who miss the meeting know the rules.
- Any player ejected for fighting will be expelled from the league/tournament—no refunds.
- 5 minute grace period from start of game before forfeit is announced.
- Half court line is out-of bounds.
- Each team should supply one person to assist in scorekeeper and/or clock operator.
- 3rd & 4th grade brackets will play with a 28.5” ball and a 12-foot foul line
- 5th-6th grade with 28.5” ball.
- Games can continue with a minimum of 1 player.
- NJSIAA rules are in effect. 2pt FG is worth 2pts; 3pt FG is worth 3pt; FT are worth 1.
- Winning teams in each bracket will receive T-Shirts!