



2011 Basketball Tournament Rules

K.S.H.S.A.A. rules will apply with the following highlights or exceptions:

1. There is only one center jump during regulation playing time. Alternate possession will apply for the remainder of regulation, including the start of each half.
2. Both man-to-man and zone defenses are allowed.
3. Full court press is allowed at any time during the game, unless one team is ahead by twenty points. With a twenty point lead teams cannot pick up players until half court.
4. Games will consist of two twenty-minute halves with a nonstop clock (except for time-outs, injuries, or the last two minutes of each half.) The clock will not stop in the final two minutes of the game if a team has a twenty point lead. All overtime periods will be two minutes. Half time will be five minutes.
5. Each team will be allowed two time-outs per half (timeouts can not be carried over the second half). One time-out will be added for each overtime period.
6. All technical fouls will be a two-shot technical foul, plus loss of possession. If a technical foul is called on a player, it will also count as a personal foul. Anyone ejected from a game must leave the gym immediately and may not participate in or attend any further games in the tournament.
7. All calls made by an official will stand as called and are not subject to change. Abuse of the officials or tournament staff will not be tolerated.
8. Each team must dress uniformly and players must have a distinct number on their uniform.
9. All spectators must remain on the bleachers at all times, unless to use the restrooms or drinking fountains.
10. Each team will be allowed three bench coaches.
11. Grades five, six, and seven will use the 28.5 size basketball.
12. Game time is forfeit time.
13. If games are running behind, teams will be allowed five minutes to warm up before the start of their game. Otherwise, all games will start as scheduled.
14. Teams will use a flip of the coin to determine home team for all pool play games. Teams do not need to wait for officials to decide home and away (Home team should wear a light colored jersey).

Rules to determine pool champion:

1. In the event two teams are tied as the pool champion, the team that won the head-to-head game will be declared the pool champion.
2. In the event three teams are tied for the pool championship, the team that allowed the fewest points against the other teams it is tied with will be the pool champion. If two totals are the same, the team that won the head-to-head game will be the pool champion.
3. Flip of a coin.

Rules to determine pool runner-up, wildcard teams, and/or seeding for elimination play (if appropriate):

1. Pool record
2. Least points allowed in pool play.
3. Most points scored in pool play.
4. Flip of a coin.

If you have any question about the tournament you may contact Joshua Hefley (boys teams) or Larry Lindsay (girls teams) (BVRC) at 685-6030. Again, thank you for participating in the pre-season tournament and good luck this weekend.

BVRC