

Baker Jam Youth Basketball Tournament

RULES

Revised 2017

- 1) Courts will be available 30 minutes prior to first scheduled game of the day.
- 2) Each team must check in at the Registration Table in your gym lobby, prior to your first scheduled game. Roster changes will *not* be allowed after you have checked in.
- 3) Players must compete in their own grade classification, with the exception that players in a lower grade may participate in an older division. Players must play within their own gender. Players from different schools may play together. All players in grades 4th-8th are eligible to participate. Note: Players may play on one team only (each day).
- 4) **PLEASE BRING: Teams should provide their own bookkeepers, warm-up balls, and medical kits.** It is up to the coaches to decide who will be the Official bookkeeper for their game.
- 5) **ATTIRE:** Teams should have uniform shirts with numbers on back, or numbered pinnies will be provided. Numbers are recommended on both sides. Dark-soled shoes that leave floor marks are not allowed. **Please come dressed to play** – locker rooms will not be available for use.
- 6) **SUPERVISION:** Adult coaches (18 years or older) or a parent must accompany their teams at all times throughout the tournament.
- 7) All teams are guaranteed three games. *Forfeits are counted as a game.* Bracket format will be determined by the number of teams.

Regular High School Rules will be used, with the exception of changes listed below.

- 1) Game ball: (Women's ball – all girls + 5th & 6th boys) (Men's ball – 7th & 8th boys)
- 2) Game time is forfeit time. You may start a game with four players.
- 3) Game consists of four 8-minute quarters with a running clock, stopping for free throws and timeouts only. Half-time is 3-minutes. Clock will stop during last 2 minutes of game, as in regulations basketball, IF the score is at a 10 point or less difference.
- 4) Teams are allowed three 1-minute time-outs per game. Overtime periods will be 2-minutes, with clock stopping as in regular play. Each team will be allowed one time-out per overtime.
- 5) Players are allowed five fouls. Teams will shoot the Bonus on the 7th team foul with Double Bonus on the 10th team foul.
- 6) Technical Fouls: 1st – Disqualified for the game. 2nd – Disqualified for the tournament.
- 7) Substitution is allowed on dead ball situations only.
- 8) The 3-point shot will be used in all divisions, if floor is marked.
- 9) 5th and 6th GRADE: Full court press is allowed in the last 2 minutes of the game. NO zone defense of any kind is allowed – 1st offense will result in a warning and the 2nd offense will result in a technical. A half-court man-to-man press is allowable.
- 10) 7th and 8th GRADE: may play any type of defense and may full court press. We strongly urge coaches to refrain from using pressure defense if the score is of a wide margin as this is unsportsmanlike!

TIE BREAKER:

- A. If two teams are tied, the winner of the game between the two tied teams shall be the representative.
- B. If three or more teams are tied, steps 1-5 will be followed until a determination is made. If only two teams remain tied after any step, the winner of the game between the two tied teams shall be the representative.
 1. Best head-to-head record amongst teams tied.
 2. Point differential amongst teams tied (10 point max/forfeit = 10 points)
 3. Total point differential for all games played.
 4. Least points allowed for all games played.
 5. Coin flip