

## Negaunee Nets – 2010 TOURNAMENT RULES

- Team rosters may consist of more than 12 players, however, a maximum of 12 medals will be given to the 2<sup>nd</sup> place teams and a maximum of 12 t-shirts/medals to the 1<sup>st</sup> place teams. Team rosters must be submitted and only these members are eligible to play. A player can only be entered on one team.
- Players must have numbered uniforms or shirts.
- Each team must provide a volunteer to serve at the scorer's table for each game.
- Destruction of property by a member or members of a team shall disqualify that team and reimbursement of costs will be required.
- Please bring **YOUR OWN** basketballs for warm ups. Basketballs **will NOT** be provided by Negaunee.
- Teams shall be present at least one-half hour before their scheduled game with their line-up. Games may start up to 15 minutes early.
- No one is allowed on the courts during half-time or between games. There will be no shooting by players or anyone not involved in the game in progress.
- Games will consist of two 20 minute halves with a running clock. Clock stops under two minutes. Two time outs per half. There will be a 5 minute warm-up period and a 5 minute intermission. Warm-up and intermission may vary to keep the tournament on schedule.

One 2 minute overtime will be played, if necessary. Each team will be allowed one additional time-out. If a game is still tied, five eligible players will be selected by the coach and will shoot one free throw each. The free throw shooting will continue until a winner is determined. The five players do not have to be different each time. Disqualified players can not participate.
- Pressing will be allowed in 5<sup>th</sup> and 6<sup>th</sup> grades for the last two minutes of each half. Pressing will be allowed in 7<sup>th</sup> and 8<sup>th</sup> grades for the entire game. No team will be allowed to press if up by 15 or more points.
- No zone defenses can be played. **NOTE:** Teams may employ a zone press, but must fall back into a man-to-man defense after the ball crosses the center line. Zone defense calls will give 2 points and the ball to the non-offending team.
- The 3<sup>rd</sup> and 4<sup>th</sup> grade teams will shoot a 13 foot free throw and can jump over the line after releasing the ball.
- All other rules not covered above will be the same as those used by the MHSAA.
- Team expenses and liabilities for player's injuries cannot be assumed by the Negaunee Nets Girls Youth Basketball program or Negaunee School District.
- Any decision of the tournament director, referees, or committee in charge is final, and without appeal in case of disputes. Tie-breaking rules to determine each pool winner will be as follows:
  1. head to head records
  2. fewest points allowed
  3. highest points scored
  4. 5 free throws, if tied teams are present, otherwise a coin toss by the tournament director