Community Rules

Halftime is 4 minutes long

Warm-ups are 5 minutes long

Each team is given 3 (45 second) timeouts per game. No carryover in overtime. Each team is allowed 1 timeout per overtime session.

Overtime will last 2 minutes

Regulation foul line to be utilized in grades 5 & 6.
Regulation Foul Line to be utilized in 4th grade, but players may jump over line. 3rd Grade will shoot from a 12 foot line.

Foul Shots: Players may enter the lane when the ball is released.

Three point line is in effect.

Bonus free throws (1 on 1) will begin on the 8th foul of the half. Double bonus begins on 11 team fouls.

Personal fouls: 5 per player.

Any defense or offense is permitted. No pressing when ahead by 15 points.

20 point mercy rule in second half. Clock becomes continuous. Game Lengths:

3rd - 6th Grade 12 minute halves Clock Stops on all

normal whistles

Tie Breaker
1. Head to Head
2. Point Differential (maximum of 15 per game)
3. Head To Head(the top team that advances is thrown out)
28.5 Sized balls used in the tournament for all divisions

EACH TEAM MUST PROVIDE ONE SCOREKEEPER OR TABLE OPERATOR ie. Book Keeper

Admission is as Follows: Weekend Passes: $10 for adults
Daily: $5 Adults, $3 Children (up to 16 years old) and Senior Citizens