

# Bulls/Sox Academy

## Basketball League / Tournament Rules

### LEAGUE / TOURNAMENT SCORING AND TIMING RULES

1. **GAME TIME:** Two 18 minute halves: Clock stops on time-outs & last 1 minute of the first half & 2 minutes of second half.
2. **HALFTIME:** HALFTIME will be two (2) minutes.
3. **OVERTIME:** 3 minute overtime. Clock stops last 1 minute. 2nd overtime: Sudden Death
4. **BONUS:** Bonus will be shot on 7th team foul of each half. **SUPER BONUS:** 2 shots after 10 Team fouls.
5. **TIMEOUTS:** Each team will receive THREE (3) timeouts per game. ONE (1) timeout in O.T. No Carryovers
6. **JUMP BALLS:** The only jump ball will be at the start of each game or overtime.
7. **TECHNICAL FOULS:** Opposing team will receive an AUTOMATIC 2 points and the ball.  
**AUTOMATIC EJECTION** after two (2) technical fouls on a Player or Coach in one game.  
**NOTE:** Three (3) technical fouls on a Team (Player or Coach) during the league and the TEAM is REMOVED from the LEAGUE / TOURNAMENT (NO EXCEPTIONS / NO REFUNDS).
  - a. *If someone is ejected from the game, the site supervisor may request them to leave the facility. If so determined, the game will be stopped until the ejected person (~~coach, player, and fan~~) leaves. If the person does not leave in a timely manner, the game will be forfeited by the players'/spectators team. This is a judgment call to be made by the referee or the supervisor.*
  - b. *If a coach is ejected from the game, he cannot coach at all the rest of that weekend. (This also means if you have multiple teams in the League / Tournament.) NO EXCEPTIONS.*
8. **SCORESHEETS:** Coaches should verify official score sheets before each game.

### LEAGUE / TOURNAMENT PRE-GAME RULES

1. **PRE-GAME WARM-UP:** A three (3) minute warm-up will be provided before each game.
2. **NO FORFEIT TIME:** GAME TIME is forfeit time. TEAMS should be ready to play.

### LEAGUE / TOURNAMENT- GAME RULES

1. **BASKETBALLS:** GIRLS & BOYS 4th/5th Grades: 28.5 size basketball. ALL other BOYS Grades: Regulation size basketball.
2. **DEFENSE:** 4<sup>th</sup> / 5<sup>th</sup>: DEFENSE CAN PICK UP AT HALF COURT.  
6<sup>th</sup> Grade / 7<sup>th</sup> Grade / 8<sup>th</sup> Grade / HIGH SCHOOL: Teams can play any type of DEFENSE.
3. **PRESSING:** 4<sup>th</sup> / 5<sup>th</sup> Grade: Full court press last 2 minutes of the 2nd half and overtime.  
6<sup>th</sup> Grade: press until up 10 Points.  
7<sup>th</sup> Grade press until up 20 Points.  
8<sup>TH</sup> Grade press until up 25 Points.  
High School press until up 30 Points
4. **PROTESTS:** NO PROTESTS ALLOWED - OFFICIALS' DECISIONS are FINAL.
5. **PLAYOFFS:** *TIES will be broken by Head to Head competition, then LEAST points given up among teams that are tied. If the teams in question have not played each other then entire season points will be used.*

### TOURNAMENT CONDUCT: COACHES - PLAYERS - FANS

1. **GOOD SPORTSMANSHIP and CONDUCT** is MANDATORY by ALL Coaches, Players, and Fans. Coaches are responsible for the conduct of their Players and Fans. UNSPORTSMANLIKE Conduct will result in the team being disqualified from the LEAGUE.

*30 POINT lead scoreboard will read: HOME: 00 GUEST: 00*