

2018 Bloomington Kennedy Invitational Tournament Rules



Sportsmanship & Protests:

Unsportsmanlike conduct by players, coaches, parents and fans will not be tolerated, will be penalized accordingly and may include immediate removal from the remainder of the tournament. All decisions will be made by the officials on the floor. No protests will be considered.

Prior to the game:

Home Team: Teams are encouraged to work together to make the following pre-game determinations. If necessary the home team will be determined by a coin toss at the beginning of each game. The home team will have their choice of uniform color and a reasonable game ball. All teams should have with them an alternate color jersey. When an official scorekeeper is not provided by the host association, the home team will provide a scorekeeper to sit at the scorer's table and must use the provided score sheet.

Forfeits: Teams must have five players to start a game. Because of gym availability, we are operating on a very tight time schedule. Therefore, **game time is forfeit time.**

Timing Factors: KBTB reserves the right to alter these times as necessary to keep the tournament on schedule.

Game Length: Two 14-minute stop time halves

Half Time: A minimum of three minutes and a maximum of five minutes

Time Outs: Each team is awarded **three** one-minute time outs per game, with one additional time out for each overtime period. Unused time outs do not carry over to the overtime period(s).

Overtime Period(s): The first overtime period will be two minute stop time. The second overtime period (if necessary) will be sudden death - first team who scores a point wins. Each overtime period will start with a jump ball.

Warm-up Time: A minimum of three minutes will be allowed for warming up.

Running Time: If at any time in the second half a team is ahead by **20 points** or more, the remainder of the game will be played under running time. Should the deficit be cut to 10 points or less, the game will resume to stop-time for the last two minutes of the second half. After a timeout, the clock will start when the ball is touched by any player who is inbounds.

Fouls:

Bonus shots will be awarded on the seventh team foul and the double bonus will be shot on the tenth team foul per half. Technical fouls will not be shooting fouls. The offended team will be awarded 2 points and possession of the ball.

Pressing:

Teams in 3rd and 4th grade may **NOT** full court press. They are also required to play person-to-person defense in the half-court. Teams in 5th grade and above have no restrictions on full and half court defenses except that teams may **NOT** use a full-court press if they are ahead of their opponent by 20 or more points. After the first warning, the penalty for each violation of this rule will be a technical foul.

Pool Play Rules:

The pool play tie-breakers will be 1) Head-to-Head competition (if only two teams are involved); 2) Point Differential (15 point max per game); 3) Total Defensive points allowed; 4) Total Offensive points scored; 5) Coin toss.

Courtesies:

Please stay off the courts during timeouts and breaks of other games.

Please clean up all drink bottles and other garbage left on the player benches and spectator bleachers after your games.

Please respect the staff, gyms and other school property.