

LOMPOC PARKS & RECREATION DEPARTMENT Youth Basketball Tournament

RULES AND REGULATIONS

With the exception of the following modifications and clarifications, the National Federation of High School Rules shall govern play:

1. All teams must wear a ***basketball numbered jersey*** uniform: shorts and tennis shoes.
2. **EIGHT(8) MINUTE RUNNING QUARTERS:** the last two(2) minutes of the 2nd and 4th quarters shall be regulation time. The clock will stop for all time outs or for **SERIOUS** injuries.
3. **TIMEOUTS** - Each team will be granted **FOUR(4)** timeouts per game, with the maximum of **TWO(2)** per half (non-cumulative). One(1) additional time out will be granted per overtime period.
4. **OVERTIME** - An overtime period will consist of three(3) minutes of regulation play. Play will continue until there is a winner.
5. **PRESS** - 5th/6th & 7th/8th grade teams may press at any time during the game.
6. a. **3rd & 4th GRADE DIVISION - No back court pressing**, once the offense has possession of the ball (with the exception of the last two minutes of the game). Defense must allow offense to move ball across the plane of the mid-court line. **Penalty:** Warning to each team on first offense and a team technical foul for all further offenses.
b. Five(5) second key violation with twelve(12) foot free throw line will be used.
7. **BASKETBALL** - **28.5** size balls for all Girls Divisions & **29.5** for all Boys Division
8. **SHOT CLOCK** - There will be no 30 second clock; backcourt violations will be called.
9. **POSSESSION** - An alternating out-of-bounds procedure on all jump ball situations will be in effect, except at the beginning of the game and each extra period.
10. All **MISCONDUCT** or **FLAGRANT** technical fouls (either on the court or on the bench) will be two(2) shots.
11. **SLAUGHTER RULE** - In the event that a team is leading its opponent by twenty(20) points or more in the final quarter of play, running clock will be in effect during the last two minutes.
12. ***NO PLAYER SHALL BE ON MORE THAN ONE ROSTER.***
13. The **TOURNAMENT DIRECTOR(s)** will have **FINAL AUTHORITY** on all decisions related to disputes or protests.
14. **TIE BREAKER SYSTEM IN CASE OF POOL PLAY**

Only the statistics from the teams involved in the tie will determine the outcome of the seeding.

Order of precedence to be used in breaking ties in total record as follows:

1. Head to Head Competition
2. Point differential,(only teams tied)
points scored minus points allowed
3. Gross points scored,(only teams tied)
4. Least points allowed
5. Flip a coin at this point

Tournament Director(s) will have final decision on all matters.

Please consult the Tournament Director(s) or the Chief Official(s) prior to the start of the game if you have any questions.

