# MINI MAC BASKETBALL TOURNAMENT RULES OF PLAY <br> $4^{\text {th }}$ grade $-6^{\text {th }}$ grade <br> BOYS \& GIRLS 

## NFHS \& SDHSAA basketball rules will govern all play with the following exceptions:

## General

- ALL Willie Mac Hoops tournaments are NO TOLERANCE tournaments. Any harassment of the officials by coaches, players, fans, etc. will result in ejection from the game and forfeiture of that game.
- Only coaches may talk to officials; players will not talk to officials.
- No player may play on more than one team - must be listed on ONE roster only.
- Women's sized basketball will be used for all games for both boys \& girls.
- Teams will bring their own balls for warm-ups, and the referee will choose a ball from one of the teams to use during the game.
- Proper sportsmanship is expected from all players, coaches and fans.


## Timing \& Timeouts

- A 5-minute warm-up will be allotted before each game.
- Warmup time may be adjusted, depending on schedule
- $4^{\text {th }}-6^{\text {th }}$ grade will have two 15 minute halves with running clock
- The clock will stop on all whistles in the last two minutes of each half.
- There will be a running clock after a 25 point lead. It will remain a running clock until the margin gets below 15 .
- 5 minute half time will be allotted between the two halves.
- 1 st overtime is 2 minutes, and the clock will stop with each dead ball. 2 nd overtime is sudden victory (first team to score wins).
- Each overtime will start with jump ball at center court.
- Three 1 minute time-outs per game (teams receive one additional time-out for each overtime period).
- No one is allowed on the courts during halftime or timeouts except for the players and coaches of that game.


## Scoring

- 3-point shots will be scored in gyms with the arc on the floor.
- If a game is forfeited, the score will be recorded as 50-0.
- If a team is late, the clock will start running at the scheduled start time. For every minute a team is late, 2 points will be rewarded to the opposing team.


## Defense

- Only man-to-man defense allowed.
- No full court defense except in the last 2 minutes of the game, up to a 15 -point lead.

Fouls

- 1 and 1 bonus will be shot on the 7 th team foul. Double bonus on 10 th team foul.
- Technical fouls will result in two points and the ball. Players and coaches will be asked to leave the premises after receiving a 2 nd technical foul for unsportsmanlike conduct.

Coaches: You are responsible for your team. Any damage caused by your team will be billed to you as the responsible coach. Any player, coaches or fans acting in an unsportsmanlike manner will be asked to leave the site and may result in team forfeiture from the tournament.

