

Official 2024 Tournament Rules

Age Requirements

13-14: Must be 14 on or prior to May 11, 2010

11-12: Must be 12 on or prior to May 11, 2012

9-10: Must be 10 on or prior to May 11, 2014

7-8: Must be 8 on or prior to May 11, 2016



Game Rules

Universal basketball rules will be applied by tournament referees, with the exception of the following special tournament rules stated below.

Each game will have one referee and one scorekeeper.

Opening possession for games will be determined by ONE rock/paper scissors (not best of 3) match administered by referee.

Games will begin PROMPTLY on time. There are no grace periods. Arrive at least 20 minutes early for your first game, 15 minutes early for all remaining games.

Teams should have 3 players to start their game, but they can play with 1 or 2 players as well if short-handed at game time.

Game length/ game winner...first team to score 16 points (straight up), or leading team after 20 minutes of running clock, whichever comes first.

A regulation field goal is worth 2 points.

No 3 pointers

Substitutions are allowed upon any dead ball situation. Player substitutes or 4th/ 5th grade "adult helpers" must yell "SUB" to the referee and the referee must grant the substitution. \

NO COACHING: There will be no coaches or coaching. No exceptions. ZERO adults will partake in offering verbal coaching instruction to the players on the court, berating or harassing referees, scorekeepers or tournament officials. In the 7/8 and 9/10 grade divisions, an "adult helper" will be permitted.

ADULT HELPER ROLE: For the 7/8 and 9/10 grade divisions ONLY, ONE adult on the sideline per team is permitted. The role of the adult helper is to assist with substitutions ONLY. ZERO adult helpers will partake in offering verbal coaching instruction to the players on the court, berating or harassing referees, scorekeepers or tournament officials. Volunteers. If an adult helper steps outside his/ her role, that team will not be permitted to have an adult helper effective immediately.

One 1-minute timeout per team.

Jump ball calls will result in possession automatically going to the defensive team.

Each game and each dead ball possession start will begin by “checking it up” ...the offensive player who starts with the ball must have both feet behind the line.

The defensive player who is “on the ball” when “checking it up”, must have both feet inside the line.

Change of possession after each basket scored (no make and take it).

Live ball change of possession: The defensive team gaining possession must take the ball back beyond the lines with at least one foot completely beyond the arc on every live ball change of possession, including steals and airballs by the opposition.

A violation of the “live take back rule” will be handled this way...a violation occurs only if a team failing to properly take it back scores a basket. The basket will be waived off by the referee, points scored will not count, and the opposing team will be granted possession (dead ball/ check it up)

The Free Throw line for 13/14, 11/12, and 9/10 will be the regulation free throw line. 7/8 will be 12 feet. Free Throw shooter violations will be called in all divisions.

8 seconds to complete the following:

8 seconds to pass the ball in play when “checked up”.

Jewelry is not permitted to be worn while playing on the court.

Overtime rules:

One Rock, Paper Scissors match (not best of 3) determines who starts w possession in OT.

Sudden death, first score wins.

Foul Rules:

When the live basket is made – whether the ensuing free throw is made or missed, possession goes to the defensive team.

When the live basket is missed – if free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.

Note: one (1) free throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.

Before the 6th team foul in a game, a non-shooting foul will result in the offensive team retaining possession, and “checking it up”.

Flagrant Fouls and Technical Fouls will result in the immediate ejection from the game of the offending player, one free throw, AND possession for the non-fouling team. The ejected player can play in the next game, however after two ejections the player will be ineligible to play any remaining games regardless of the number of players on the roster.

Tournament Schedule:

Game scores and bracket boards for all divisions will also be updated at tournament headquarters in the gym foyer of Rich & Clement Gymnasium.

If a player is bleeding or has blood on his/her skin, shirt, shorts, etc. must leave the game for appropriate treatment. Tournament directors will have first aid kits at each facility.

Fan Code of Conduct

Unacceptable behaviors:

- Disruptive or unruly behavior
- Foul or abusive behavior or obscene gestures
- Excessive rudeness to players, coaches, officials, or fellow fans
- Spectators are not allowed on playing surfaces at any time.

Fans who display unacceptable behaviors will be subjected to refusal of admittance and removal.

First Offense – The spectator will be verbally warned of their unacceptable behavior.

Second Offense – The spectator will be removed from the athletic contest immediately and will be banned for the remainder of the tournament.

Park Sportsmanship Pledge

Understanding that a spirit of good sportsmanship is an expectation of The Park School of Buffalo, I pledge to hold my peers and myself accountable to the following standards:

- **RESPECT**

I will respect all student-athletes, coaches, fans, officials, and visitors at The Park School of Buffalo Athletics events.

- **RESPONSIBILITY**

I will conduct myself in an honorable way, be accountable for my actions, and accept outcomes that I cannot control.

- **HONOR**

I will honor The Park School of Buffalo's core values of respect, responsibility, honesty, and kindness.