

**BHNCDSB Basketball - Tournament Rules****Gr. 7/8 Tournament**

**Teams** - Teams must be made from the grade 7 and 8 population. A team must carry a minimum of ten players. Only schools who cannot field a team with grade 7 and 8 students may go to grade 6. You may not cut grade 7 or grade 8 students or discourage them from the team in order to take a younger student. For Brant schools, you must inform Karen Vitalis if you cannot field a team with grade 7 and 8 students. For Haldimand/Norfolk schools, please contact Steve Ghesquiere. In order to make the divisions as balanced as possible, the divisions were made based on the population of the grade 7 and 8 students at your school.

**Press rule** - Full press is permitted at all times except after a 10-point advantage is reached (10+ points, the defense must retreat behind the ½ court line)

**Gr. 4-6 Tournament**

**Players** - Players must be from grades 4 to 6.

**Press rule** - After a basket, the team that scored must drop back behind the half court line. They need to wait until the opposing team crosses half to attack. A team can press at all other times. After a 10-point advantage is reached, the defense must retreat behind ½ court after a change in possessions.

**Rules For Both Divisions**

**Most official basketball rules apply.**

**No Double Shifting** - If you are unable to bring the minimum, you need to double shift everyone equally. For example, if 'Steve' and 'Sam' double shift in game one, they cannot double shift again until all players on the team have double shifted. As a coach, you must keep track of who is double shifted throughout the tournament.

**Shifts** - All players must rotate every five minutes. No player shall play two consecutive shifts (see above rule for exception).

**Defence** – Man to man defence in encourage.

**Time** - A game consists of four (4) five-minute running time quarters. There will not be a half time break. A jump ball will begin the game and the possession arrow will be used at all other times. After two quarters, teams will switch ends. The clock will only be stopped for the following reasons;

- An injury
- A time-out
- The last two minutes of the game in the playoffs

**Fouls** - All foul shots will be taken during the game. (It is a good idea to practice lining up for foul shots to help save time during the game since the clock will not stop).

**Timeout** - Each coach will have one 30 second timeout per game.

**Over and Back** - There is NO over and back violation.

**Equipment** - A team should have matching numbered shirts or pinnies. Players must wear non-marking, proper gym shoes.

**Jewelry** - All jewelry must be removed. Taping of jewelry is not permitted.

**Concussions** – Follow board concussion procedures.

**Playoffs** - - In the playoffs, if after four quarters there is a tie, there will be an additional two-minute shift. Any player can play the two-minute overtime shift. It will be stopped time.

**Any contravention of these rules may result in forfeiture of a game, tournament, or championship for your team.**