

BHNCSDB Basketball Tournament Rules – Grades 4-6

Any contravention of these rules may result in forfeiture of a game, tournament, or championship of your team, by convenors' discretion.

House Keeping:

- *****New this year*** : The maximum number of players on your team cannot exceed 12.**
- **Teams: 5 vs. 5 play, no double shifting. All players must have equal playing time. Coaches must keep track of their lines and will be asked to see them before tournament begins.**
- **Uniform:** each team should have matching jerseys or pinnies that are tucked in. Players must wear non-marking gym shoes.
- **No jewelry:** all jewelry must be removed; taping will not be permitted.
- **Concussions/Injury:** follow board concussion procedures including documentation paperwork. Ice is available if needed.
- **Tidiness:** Clean up after your team, contact convenors for lost and found items.
- **Refs/Timekeepers:** players, coaches, and spectators must listen to and respect the refs and timekeepers.
- **Coaches:** only two staff members per school are allowed to attend the tournament, if that is a concern, contact convenor before date of tournament.
- **Players:** must be made up of grade 4 to 6. If you are bringing less than 10 players please contact convenors before the tournament to discuss line options.

Regular Play:

- **Time:** a game consists of four 5-minute running time quarters. No half-time break. A jump ball will begin the game and ref will keep track of possession. After two quarters, teams switch ends. Games in regular play can end in a tie.
- **Clock Stoppage:** occurs for an injury or time out.
- **Timeout:** each team gets one 30 second timeout per game.
- **Fouls:** all foul shots taken during the game (practice lining up). Technical fouls that involve unsportsmanlike conduct or disrespectful behaviour will result in persons removal from remainder of the tournament.
- **Press Rule: Teams must drop back to ½ after a whistle (dead ball or basket).**
- **Tiebreaker Preliminary Round for Standings:**
 1. Head to head record
 2. Point differential (plus/minus)
 3. Teams with fewest points against
 4. Teams with most points for
 5. Play additional 2-minute game

Playoffs:

- **Clock Stoppage:** occurs for an injury, time out, and last two minutes of the game.
- **Tiebreaker:** additional 2-minutes shift. Any player can play. Stopped time.