

# **2012 South Dakota Youth Basketball**

## **State Championship**

### **-Tournament Rules-**

1. Games will be two 16-minute halves with running time until the last minute of the first half and the last four minutes of the second half.
2. Teams may call 3 timeouts per game. One additional timeout will be added to each team's current number of timeouts for each overtime period. Running time will begin after a timeout as soon as stopped time would normally begin, such as the first touch after an in-bounds pass or rebound. The clock should also stop for any unusual breaks in the game.
3. Pacesetter will use the 5-foul "player elimination" rule. The bonus will be two shots starting on the 6<sup>th</sup> foul in a half. There will never be a 1-and-1.
4. All overtime periods will be two minutes, all stopped time.
5. The scoreboard is the official score. Any questions regarding the score must be raised by a coach immediately at the moment of the disputed scoring. If necessary, the head coach may stand and raise both hands to ask for a "scoring timeout" to double check the score. Any question on disputed scores will be settled by the officials, coaches, and scorekeeper or the tournament director at the request of one of the officials.
6. Teams in 5<sup>th</sup> and 6<sup>th</sup> grade may not press until stopped time is in effect, which only occurs during the last minute of the first half and the last four minutes of the game. Teams in grades 5-6-7-8 may not press when leading by 10 or more points. When a change of possession occurs through a rebound or steal during a non-pressing situation, defensive players may go for a quick steal to strip the ball or tie up the ball for a 2-second count before being required to retreat past half court. This two-second pressure will not be considered pressing. It is allowed to require the player with the ball to establish complete control. No interference with a pass or dribble may occur during this two seconds of pressure.
7. Teams at the 7-8-9<sup>th</sup> grade level may play any defense. Teams at the 5-6<sup>th</sup> grade level must play man-to-man defense. "Help" defense is allowed, but sustained double-teaming, trapping, and any type of zone defense as a press or in the half-court is not allowed.
8. Subbing will be done through the timer. Players must wait for a court official's signal, however, before entering the game.
9. The small ball (28.5) will be used for girls and 5<sup>th</sup> and 6<sup>th</sup> grade boys.
10. Good sportsmanship is expected of all players, coaches, parents, and fans. Please set a good example for our young people!

***Play Hard, Be A Good Sport, and Have Fun!***