

Catholic Youth Basketball Tournaments Rules and Regulations

Time and General Rules:

- Teams play two 20-minute halves with a running clock, except for the last two minutes of both halves.
- Teams allowed one full & one 30-second time out per half, no carry over.
- A minimum 3-minute pre-game warm-up will be given if games are running behind schedule. No games will start before their scheduled time unless agreed by both coaches. 3-minute half times.
- Overtime periods. First one is 2 minutes long with each team given 1 timeout. The clock will stop for the last minute of overtime. The second overtime is first to score.
- Game time is forfeit time.
- No pressing after a 15-point lead. There is no pressing for the 3rd-4th grade division until the last 2 minutes of the game.
- Running clock after a 20-point lead. The clock will only stop for timeouts.
- Zone defenses are not allowed for the 3rd-4th grade division. Only man to man defense will be allowed with this division.
- Free Throw:
 - 5th-8th grade – 15' – Regulation free throw line
 - 3rd-4th grade – 2' in from the regulation free throw line

Officiating:

- 2 Certified high school referees will officiate each game.
- Each team is responsible for providing a designated representative to assist in keeping the scorebook or running the game clock. This must be an adult who will conduct themselves in a professional manner and will not be allowed to coach from scorer's table.
- Referees will settle all disputes on site. There are no protests.

Game Balls:

- 7th grade boys & older use the 29.5 basketball. Unless both coaches agree to use 28.5 basketball.
- All other boys' and girls' teams will use the 28.5 ball. 3rd-4th grade girls and boys can play with a 27.5 basketball if both coaches agree to it.
- Teams must furnish their own warm-up balls.

Tournament Format:

- KSHSAA basketball rules will apply, except as mentioned above.
- Guaranteed 3 scheduled games.
- Pool standings: 1. Best win/loss record. 2. Head-to-head-competition. 3. If a 3-way tie, a) highest point differential (maximum +- 15 per game), b) fewest points allowed, c) coin flip. In case of team forfeit, the other team receives 15 points for the game.
- Tournament awards given to 1st and 2nd place finishers.

Code of Ethics

- Unsportsmanlike behavior will not be tolerated by players, coaches or fans.
- If a player is cited for unsportsmanlike conduct, the player will be ejected from the game and will be suspended from playing the team's following game.