



Sandwich Youth Basketball
34th Annual Sandwich Marsh Madness Tournament
Game Regulations



GENERAL RULES:

- a) Twelve (12) player roster limit. No Roster changes after first game is played.
- b) Patched officials for all games.
- c) All Girls divisions and 4th, 5th & 6th grade boys will use a 28.5" basketball.
- d) Teams should arrive twenty (20) minutes prior to their game time. No grace period will be allowed except under extenuating circumstances. (To be determined by Tournament Committee.) A forfeit will result in elimination from the playoffs and winning team will receive a 15-0 win.
- e) A team must have five (5) players to begin the game. All players must wear matching shirts with numbers.
- f) No player will be allowed to participate on more than one tournament team.
- g) Any player receiving two (2) technical fouls will be ejected from the game and suspended from participating in the team's next game; any player ejected for fighting will be suspended from any further participation in the tournament.

GAME REGULATIONS: (all divisions)

- a) Two 14 minute halves (stop time)
- b) If tied after regulation, 1 or more 3 minute overtime periods will be played as required
- c) Each team is allowed 3 time outs per game, maximum of 2 per half, no carryover, with 1 timeout per overtime period.
- d) A jump ball will begin the game and all overtime periods. Possession arrow will determine all other possession situations.
- e) MIAA High School rules apply except where noted.
- f) No press allowed by winning team if leading by 15 or more points
- g) Clock will run in the second half with a 20 point differential
- h) 1&1 on the 10th foul only – No 2 shots fouls; Five (5) personal fouls per player
- i) No Shot Clock – 10 second rule is in effect

DEFENSIVE REGULATIONS for 4th & 5th Grade Boys and 4th, 5th & 6th Grade Girls

- a) Only half court man-to-man defense allowed, full court press in the last 2 minutes of **regulation** & all of the overtime periods. NO ZONES ALLOWED AT ANY TIME.
- b) **DOUBLE TEAMING OF THE BALL IS ALLOWED ONLY INSIDE OF THE 3-POINT ARC (Top of Key)**; Referees are instructed to call illegal defense when, a defensive player is more than 6ft from his/her player inside of the 3-point arc (Top of Key), unless the defensive player is double-teaming the ball. A player does not have to go outside of the 3-point arc to play defense. A two (2) shot technical foul will be assessed after the 2nd called illegal defense. The technical foul is ~~nt~~ assessed to a player or the bench.

SCOREKEEPERS

The Sandwich Marsh Madness tournament will provide a clock operator for each game. **The home team listed on the schedule MUST provide a scorekeeper for the game**

TIE BREAKERS:

1. Best record
2. Head-to-Head
3. Point differential (+/- 15 points max per game)
4. Points Allowed
5. Coin toss

Please note that there will be a charge at the door. \$5/day, \$8 for a weekend pass.

Please be sure that your parents are aware of this.

Rules may change without notice at the time of the tournament & will be posted.