



Sandwich Youth Basketball

27th Annual 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 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) High School rules apply except where noted.
- f) No press allowed by winning team if leading by 15 or more points
- g) 1&1 on the 10th foul only – NO 2 shots on 10th foul; Five (5) personal fouls per player
- h) No Shot Clock – 10 second rule is in effect
- i) MIAA foul line rule changes will be enforced. Only 2 offensive players and 4 defensive players will be allowed to occupy the lane spaces. The spaces closest to the basket will remain vacant.

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

- j) 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.**
- k) **DOUBLE TEAMING OF THE BALL IS ALLOWED ONLY INSIDE OF THE 3-POINT ARC (Top of Key):**
Referee's 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 **not** assessed to a player or the bench.

TIE BREAKERS:

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

Please note that there will be a charge at the door. \$3/game, \$5 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.