



TOURNAMENT RULES OF PLAY

General

All tournament games are played under Georgia High School Association (GHSA) rules with the exceptions noted below. CMLA rules for playing time and substitutions DO NOT APPLY.

No pressing in 3rd and 4th grade divisions. Full court pressing is allowed 5th - 8th and once a team has a 15 or more point lead full court pressing is no longer allowed by that team.

5 minutes will be allocated for pre-game warm ups.

Team Fouls are accumulated within each half of the game and are reset at halftime. **Bonus:** After a team commits 5 fouls in a half, the opponent gets two free throws for any subsequent common foul in that half.

Length of Games

All Divisions – Two 20-minute halves with a running clock and a 5-minute halftime.

Stop clock will be used in last minute of the 2nd half unless the teams are divided by 15 points or more when entering the last minute.

Overtime

3rd & 4th Grade Divisions will play one 2-minute overtime period. A Running Clock will be used in the first minute and a Stop Clock will be used in the last minute. If the game is still tied after the overtime period, then each team will assign five players to shoot one free-throw each. Each made free-throw will be added to the respective teams score. If the game is still tied, then each team will shoot one free-throw each until a winner is determine. No one player can shoot a second free-throw until all players on the team has shot their free-throw.

All Other Divisions will play 2-minute overtime periods until a winner is declared. A Running Clock will be used in the first minute and a Stop Clock will be used in the last minute.

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Time-Outs

All Divisions – There will be two (2) 60 second and one (1) 30 second time-outs during regulation time. In the event of overtime, each team will have one (1) 60 second time-out. Unused time-outs from either regulation time or prior overtime periods do not carry over.

Tie Breaker Rules

1. Head to Head record
2. Head to Head point-differential (if more than 2 teams)
3. Common Opponent(s) record
4. Common Opponent(s) point-differential Season point differential (15 point or 12 point max. per game depending on grade)
5. Coin Flip, or if more than two teams, draw names out of a hat

Note for Odd Number Team Divisions: If the odd team playing the 4th game finishes 3-1, they will be considered "undefeated." However, if they lost to another undefeated team, then they drop down. Then the rest of the tie-breaker rules apply.

Ball Size, Basket Height, & Free Throw Distance

GENDER	GRADE	BALL	BASKET HEIGHT	FT LINE
Boys/Girls	3rd & 4th	28.5	9 Feet	12 Feet
Boys/Girls	5th & 6th	28.5	10 Feet	15 Feet
Boys	7th , 8th	29.5	10 Feet	15 Feet
Girls	6th, 7th/8th	28.5	10 Feet	15 Feet

