

16th Annual Pendleton "AAU CLASH AT THE BORDER" Basketball Tournament

Tournament Rules- 2013

GENERAL RULES

High School Federation Rules shall apply except for the following adjustments.

GAME LENGTH

All 7th and 8th grade games will be played using 7 minute quarters. 5th and 6th grade games will be played using 6 minute quarters. The clock will stop for dead balls, and will be operated in accordance with High School Federation Rules.

RUNNING CLOCK

If at the start of the 4th quarter, a team is ahead by 20 points or more, we will use a running clock for the rest of the game. Fouls will be called and foul shots awarded as normal but the clock will only stop for timeouts.

TIMEOUTS

Each team will have 3 timeouts per game.

HALFTIME

Halftime will be 5 minutes.

WARM-UP

Teams will be given a 5 minute warm-up between games. Teams will not be allowed on the court until 15 minutes before the first morning game each day.

OVERTIMES

Overtime periods are 3 minutes long, with one additional timeout per team.

TECHNICAL FOULS

Technical fouls will result in the opposing team automatically receiving two points and possession of the ball at midcourt. If any player or coach receives two technical fouls during a game they are disqualified from the game and must leave the gym.

DEFENSES

Any type of defense is allowed and any type of press is allowed throughout the entire game. However, if a team is 15 or more points ahead, that team is not allowed to press and can only start playing defense at the half court line.

BALL SIZE

Regulation size basketball will be used for 7th and 8th grade boys games. All other games will use a 28.5" basketball.

SCOREKEEPER

Each team will be required to provide one official scorekeeper for each game. The **“home” scoresheet will be the official scoresheet** and will be determined by a coin flip prior the start of the game. It is recommended the two scorekeepers compare and verify score and fouls at the end of each quarter to guarantee accuracy of the home scoresheet. The tournament will provide an official score sheet which must be turned in to the Site Supervisor after the game to insure accurate reporting of the game score.

FAN BEHAVIOR

COACHES WILL BE RESPONSIBLE FOR THE BEHAVIOR OF THE TEAM’S FANS. TECHNICAL FOULS MAY BE CALLED ON A TEAM IF ITS FANS’ BEHAVIOR WARRANTS IT. Let’s remember the value of good sportsmanship throughout the tournament.

TRAVEL DELAYS AND GAME TIMES

Please depart for Pendleton early enough that everyone has enough time to travel safely, especially when winter weather may impact road conditions and travel time. It is the team’s responsibility to arrive in time to play at the scheduled game time.

DETERMINING SUNDAY PAIRINGS

The results of Pool Play will be used to determine final round pairings in those divisions that are not using a bracket. The teams with the best record from each pool will be matched up to determine a champion.

When teams records are the same within their pool (based only on games played against other teams within their pool), the following tie-breaker procedure will be used to determine final round pairings:

- 1st tie-breaker = head-to-head results
- 2nd tie-breaker = total point differential based only on games played against other teams within their pool. Maximum differential allowed per game is 15 points.
- 3rd tie-breaker = coin flip (best 2 out of 3)

How to determine the point differential How to determine the point differential

Team A (2-1 Record)	Team B (2-1 Record)	Team C (2-1 Record)
Team A scores listed first	Team B scores listed first	Team C scores listed first
Game 1 24-20 +4	Game 1 34-20 +14	Game 1 30-40 -10
Game 2 26-40 -14	Game 2 60-20 +15	Game 2 40-26 +14
Game 3 65-30 +15	Game 3 37-38 -1	Game 3 39-38 +1
 Total Point Differential +5	 Total Point Differential +28	 Total Point Differential +5

In this situation, Team B has the better record