



2008 Tournament Rules

National High School Federation Rules will be used with the following exceptions:

1. Games will consist of four 10 minute quarters with a running clock. The clock will stop for injuries and time-outs only. If the score is within 10 points, the clock will stop during the last 2 minutes of the game on all whistles. At only the two-minute mark is the decision made. Subsequent point differences do not affect the decision whether the clock will run or stop.
2. Overtime period will be 2 minutes using a stopped clock. Teams will be granted one additional time-out. If the game is still tied at the end of the first overtime period the second overtime period will be sudden death (first team to score wins). No time-outs allowed during the sudden death period. Both overtime periods will begin with a jump ball.
3. Teams will be granted 3 full time-outs per game (no 20-second time-outs allowed). One additional time out will be granted for the first overtime period.
4. Game time is forfeit time. Teams will be permitted to start and play with four players.
5. Half-time will be 3-minutes, if time allows.
6. Three point goals will be allowed only where the gym floor is marked with a three- point circle.
7. ***A women's regulation size basketball will be used for all levels except for boy's 8th grade divisions.***
8. Any player/coach ejected from any game will be ejected for the remainder of the tournament.
9. Substitutions are permitted on dead ball situations only.
10. All teams must have matching uniform shirts with visible numbers on the back.
11. Players must compete in their own grade/gender classification. Please have proof of player's age available for the duration of the tournament (i.e. school I.D., birth certificate, etc.). Exception: players in a lower grade level may participate in a higher grade level. Players may only participate on one team.
12. Pick-up players will not be allowed after rosters have been submitted except for the following reasons: injury, sickness, or insufficient numbers. All pick-up players must be reported before the first game is played.
13. Each team must supply own basketballs for warm-ups.
14. Each team must be accompanied by an adult coach at all times.
15. The shoes worn into any facility cannot be worn on the gymnasium floors. Shoes must be clean and non-marking.
16. Awards will be given to the Champions in each division (max 10/team).
17. It is our goal to have teams not to play the same teams multiple times, when possible. After pool play and upon seeding of the tournament, it is the tournament directors discretion to make adjustments to first round match-ups, to avoid teams playing the same team multiple times. After the first round, the tournament will be played out according to the bracket.
18. The tournament director will render any necessary decisions regarding situations that may develop which are either not addressed, or only partially addressed in the tournament rules.

Special rules for 4th and 5th grade divisions

1. Full court press-The defense must drop back to the mid-court line after change of possession. An official will give a warning to a team pressing, playing a zone and/or a double team for the first offense. A bench technical foul will be assessed for subsequent violations. This is at the official's discretion. (*Note: bench technical fouls do not count against the coach, i.e. coach will not be ejected for illegal defense violations*).
Exception: A full court press will be allowed during the **last two minutes of the fourth quarter and overtime:**
2. **NO Zone Defense**-players must play man-to-man defense. Switching players is allowable only if there is no double-teaming. First offense – warning; second offense -- technical foul will be called on the bench. Guideline to follow: the official will try to judge intent by the player to play an area on the floor or to double-team.
3. Free throws – All fourth and fifth grade free throws will be shot from twelve feet away instead of the regulation fifteen feet.

Tournament General Information

- 1) Some divisions in the tournament will have a two game “pool play” match up. These games will assist the tournament director to seeding the brackets on Saturday night and Sunday.

Tournament Seeding

- 1) Seeding for the tournament bracket on Saturday night and Sunday will be determined in the following order;
 - 2) Pool Play Record
 - 3) Ties will be broken on total points allowed.
 - 4) ***Seeding will follow the above procedure with the following exception:***
 - a. ***After following the above procedure to seed the tournament, if teams are forced to play a team they already faced in pool play, seeding spots will be adjusted so as no teams play each other again. This rule will only apply to the first round of tournament play.***
 - 5) Seeding will be done as soon as all pool games are played. However, seeding may not be completed for Sunday’s tournament until 11 p.m. Saturday night.
 - a. Please plan travel arrangements accordingly.
- 2) Games on Saturday and Sunday could start as early as 7 am and end as late as 11 p.m. Please plan accordingly.
 - 3) Due to the numerous games played throughout the day in the Bank of Colorado Event Center, we will ***NOT*** accept schedule requests. All games will be played as scheduled.
 - a. We will do our best to lump divisions together so as no teams play at 7 in the morning and then again at 10 p.m. that night. **THIS IS NOT A GUARANTEE!!**

Tournament Brackets will be posted online no later than
5:00 pm on January 29th, 2008 ~ girls
5:00 pm on February 5th, 2008 ~ boys

at www.gonjc.com

100 COLLEGE AVENUE • STERLING, COLORADO 80751 • 1-970-521-6731 • FAX (970) 521-6758