

Middle School Festival Sports

Basketball Rules

Festival

1. Awards

- a. Ribbons and/or medals will be awarded at the end of the tournament.
- b. A games committee (director and athletic directors) will resolve all disputes.

2. Fouls

- a. No fouling out

- b. Personal

1. Referee and/or student helpers will keep track of fouls.
2. Team fouls will be recorded at the scorer's table.
3. Individual fouls will not be kept. (made basket = 3 points)
4. Non-shooting foul - on the 7th team foul of each half, the team that is fouled will receive 1 point and possession of the ball (in bound on the side).
5. Shooting foul - if the player is fouled in the act of shooting and misses the attempt, the shooting team is awarded 1 point and possession of the ball (on the side). If the player is fouled in the act of shooting and makes the attempt, the shooting team is awarded the value of the goal plus 1 point, but no possession.
6. After a shooting foul is called, the ball will be inbound from either sideline.
7. In the event of a tie, each team will declare 5 players to shoot one free throw each and the team making the most will be declared winner. If both teams are still tied after the first round, subsequent rounds will be sudden death. Teams will shoot 1 free throw each, alternating shots, until a winner is

determined. Use the same 5 players for each round to save time but the coach may shuffle around the order of players.

c. Technical

1. If a player, coach or team is assessed a technical foul, the clock will not be

stopped. The opposing team will be awarded 2 points and possession of the ball from the side.

2. A player or coach who is ejected from the game will not be allowed to finish

that game and will not be allowed to participate in the next scheduled game.

3. Players

a. All players must have played by half time (one quarter).

b. Uniforms

1. Festival shirts must be worn, unaltered and tucked in.

2. Shorts must not sag.

3. Jewelry is not allowed.

4. Rules

a. Defense

1. Man to man or zone.

2. No full court pressing during Festival.

b. Overtime

1. Each of the 5 players gets 5 seconds to make one free throw

2. The team with the most made free throws wins

c. 3-point rule exists when court is marked.

5. Substitutions

a. Sub at dead ball or quarter.

6. Teams

a. Team will not have more than 9 players.

b. Every team will play at least 2 games.

c. Teams are responsible to be on the court at the time of the game.

d. Teams must have 5 players, or the game will be forfeited.

- e. If a player change needs to be made, it is permanent and the player must stay on the team he/she starts with.
- f. Coaches bring 5 vests in case same school plays.
- g. Each school is responsible for basketballs to warm up.

7. Timeouts

- a. No time outs.
- b. Exception during Finals, if both coaches agree

8. Times

- a. 5 minutes - per quarter (1 minute between).
- b. 3 minutes - half time.

All Stars

1. Fouls

- a. Players will foul out of the game on their 5th personal foul.
- b. On the 7th team foul in each half, teams will shoot one-and-one.
- c. On the 10th team foul in the second half player will have 2 free throws.
- d. A technical foul will result in two free throws plus possession of the ball.
- e. A player or coach who is ejected from the game will not be allowed to finish that game
and will not be allowed to participate in the next scheduled game.

2. Rules

- a. Free throws
 - 1. The shooting team can only have one player on each side of the lane in the second spot.

2. The defensive team must have two players on each side of the lane in the first

and third spots. (The top spot on each side of the lane is to remain vacant).

b. Full court pressing is allowed for All-Star Games.

c. Mercy Rule

1. Conclusion of 3rd quarter, or any point thereafter

2. Point differential of 30+ is reached.

3. Running clock is instituted for the remainder of the game, regardless of score

4. Exceptions

a. Timeouts

b. Injury

c. Clocked stopped by official

d. Technical fouls

e. Final one minute remaining in the game clock will stop at each whistle.

d. Overtime

1. There will be two minute overtime periods until there is a winner.

2. Each team will receive one 30 second time-out during overtime. (No carry over).

e. Substitutions occur on dead balls.

f. Timeouts

1. Each team receives 4 T.O.'s per game

2. One minute each.

g. Timing

1. Each game will consist of four, 6-minute quarters.

2. The clock will stop on every whistle.

3. One minute between quarters.

4. Five minute half time.

3. Team

a. 10 - 15 Players on a team.

b. All criteria to be eligible for the 7th and 8th grade All-Star teams must be submitted to

players and parents during the first week of practice, i.e., NO PASS/NO PLAY

policy, dates of games, practice schedule, uniform policy, etc.

c. All teams will play each middle school once.

- d. Start time is as close to 4:30 as possible for 7th grade and 5:30 for 8th grade.
- e. 7th grade teams will have at a 5-minute warm up.
- f. There will be a 5-minutes warm up time for the 8th grade team.
- g. Home team will supply the game and warm-up balls for each home game.
- h. The official timer and scorer may be a student from the home team.
- i. Each player must participate in each game providing they have met all requirements.

4. Uniforms

- a. Shorts - School's P.E. uniform shorts. (No sagging).
- b. Shirts - Festival shirts must be worn. Please leave Festival shirts unaltered.
- c. Numbered jerseys will be worn over the Festival shirt and tucked in.
- d. No Jewelry

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