



BODYARMOR STATE GAMES

YOUTH BASKETBALL

TOURNAMENT RULES



The official playing rules will be the NFHS rules for the current year (2022-2023) as modified by AAU (stopped clock) along with the following exceptions and additions:

Tournament Director

- The on-site tournament director will make the final decision on all matters during the event. The Tournament Director reserves the right to move teams up/down in skill divisions at the completion of pool play.

Player Eligibility

- The head coach, two assistant and a score keeper are allowed in with the team. They all must be listed on the roster.
- Every player must check in when he arrives at the tournament. Each PLAYER will be required to sign the check in sheet. Coaches cannot sign the sheet for the player. Every player must check in before he can play in a game.
- Each player must participate in at least one pool play game in order to play in any bracket play game.
- At check in, copies of birth certificates are required for each player. Cell phone numbers are required for each head coach.
- If a player or coach is ejected, he must sit out the next game. If fighting, can be banned from the tournament at the tournament director's discretion.
- Rosters should be entered online before the tournament. The roster deadline is the Thursday before the tournament starts.
- Each team must have 5 eligible players to start a game.
- Players may only play for one team in the tournament.
- Age limits are determined by the following:
 - 2nd Grade (8U) - Can be no older than 8 on 8/31/23
 - 3rd Grade (9U) - Can be no older than 9 on 8/31/23
 - 4th Grade (10U) - Can be no older than 10 on 8/31/23
 - 5th Grade (11U) - Can be no older than 11 on 8/31/23
 - 6th Grade (12U) - Can be no older than 12 on 8/31/23
 - 7th Grade (13U) - Can be no older than 13 on 8/31/23
 - 8th Grade (14U) - Can be no older than 14 on 8/31/23
 - 9th Grade (15U) - Can be no older than 15 on 8/31/23
 - 10th Grade(16U) - Can be no older than 16 on 8/31/23
 - 12th Grade (18U) - Can be no older than 18 on 8/31/23

- Each team is allowed three grade exceptions. For players that are too old, they must provide their birth certificate and report card from their school to prove grade level.

Game Play

- Game time is forfeit time – be ON TIME.
- Home team will keep score and bring the official score sheet to the Tournament Director after each game.
- 6th grade and under will use 28.5' ball, while 7th grade and up will use a regulation ball.
- All divisions will play on regulation 10 foot goals.
- 2nd – 4th grade will play 6 min quarters with 3 min overtime.
- 5th & 6th grade will play 7 min quarter with 3 min overtime.
- 7th grade and up will play 8 min quarters and 4 min overtime.
- One timeout per half is given with a floating timeout that can be used anytime. The regular timeouts expire at the end of each half and cannot be carried over into the next half or overtime. The floater can be carried over. In overtime one more timeout is awarded in each overtime period.
- Clock will stop on everything, unless there is a 20 point lead. With a 20 point lead, it is a running clock.
- Halftime will be 5 mins. 5 min warmup period will be given before each game.
- When up by 20 points or more, no pressing allowed, must allow ball to get into front court.
- Must have two different colored jerseys with numbers on front and back.
- Home team to provide the ball. If the ref deems the ball unplayable, then visiting team can provide the ball.

Tie-Breakers

- Seeding from each pool will be determined by win-loss record in pool play. In the event of a tie, head-to-head results will be the tiebreaker. If 3 teams are tied, then teams will be seeded based on point differential. There is a maximum of +15 for a win and -15 for a loss. If teams are still tied, then fewest points allowed will be the tiebreaker. If teams are still tied then it will be a coin flip.