

**32nd ANNUAL  
SYCAMORE ATHLETIC CLUB  
HOLIDAY BASKETBALL TOURNAMENT**



**Tournament Rules**

1. OHSAA rules except as noted below.
2. **ELIGIBILITY:** Players must be in the fourth grade or under to play in the fourth grade tournament, fifth grade or under to play in the fifth grade tournament, or in the sixth grade or under to play in the sixth grade tournament. Questions of player eligibility are determined at the sole discretion of the Sycamore Athletic Club (SAC) Board.
3. **ROSTERS:** Team rosters must be submitted to the Tournament Chairperson prior to the team's first game. The roster you submit is final. No additions can be made once the tournament starts unless approved by the tournament committee.
3. **GAME TIME:** All games consist of four quarters of 6 minutes in length. All Overtime periods are 2 minutes in length.
4. Each team is allowed 2 full timeouts per half. Timeouts do not carry over to the next half. Use them or lose them. Only 1 full timeout is allowed for each overtime period. Unused timeouts do not carry over into overtime(s).
6. **DEFENSE** – Teams may play any defense.
7. **PRESSING**– Man to man or zone press can occur in the backcourt throughout the game for 4<sup>th</sup> boys and 5<sup>th</sup> & 6<sup>th</sup> grade boys and girls. Pressing may only occur in the 4<sup>th</sup> quarter for 4<sup>th</sup> grade girls games. For all grades, **teams may not press once a 15 point** difference exists.
8. **FREE THROWS** – Foul lines are as follows:
  - 4<sup>th</sup> grade is twelve (12) feet.
  - 5<sup>th</sup> & 6<sup>th</sup> grade is regular foul line of fifteen (15) feet.
  - 10 team fouls to reach the 1:1 bonus. 12 team fouls to reach the double bonus.
9. **TIES** - In the event of a tie in determining the winner of pool play, the following tiebreakers will be used in order:
  - Head-to-head competition
  - Total margin of victory (maximum of 15 points per game)
  - Least points allowed
  - Total points scored
  - Coin flip

It is expected that each age group will consist of at least 2 pools with the winner & runner-up of each pool advancing to a semifinal game. In the case of 3 pools, each winner will advance in addition to a wild card team that has the next best record. The tie breaker for the wild card is as follows:

- Smallest margin of loss to winner of same pool (if all pool winners are 3-0)
- Total margin of victory (max. of 15 points) if any pool winner has a 2-1 record
- Least points allowed
- Total points scored
- Coin flip

10. **MERCY RULE** - Any time one team is leading by **20 points** or more the clock will run continuously, except for time outs, injury, officials time out, etc. Once the score differential is less than 20 points the clock will run as normal.

11. **PLAYERS, COACHES and SPECTATOR BEHAVIOR and EJECTIONS:** – All players, coaches and spectators are expected to conduct themselves in a positive, an appropriate and a sportsmanlike manner at all times during the tournament.

All coaches are responsible for their own behavior, the behavior of their players and the behavior of those spectators associated with their team.

If unruly or unsportsmanlike behavior is observed from anyone, the referee or gym coordinator can eject the individual(s) from the building.

If a player is ejected from a game that player will be suspended from playing or sitting on the bench for the next tournament game. The player must leave the gym.

If a coach is ejected from a game, the coach will be suspended for the remainder of the tournament. This includes coaching any another team, watching any other game and entering any other building where a tournament game is played for the remainder of the tournament.

If a parent is ejected from a game, the parent will not be allowed to watch any other game and enter any other building where a tournament game is played for the remainder of the tournament.

**For complete, up-to-date tournament information, check out our web site at  
<http://www.sacbasketball.org>**