SLAMMIN' BUCKETS TOURNAMENT RULES

Updated for 2026/2027 Tournaments

Coaches have to fill out a waiver/roster before playing your first game in each tournament event.
There is no picking up of players from other teams once they are eliminated from the tournament.
This rule is to try and keep play fair and honest. Have proof of each players age and grade, in case of a protest.
Protests must be made by the head coach and before the game tips off.

All Tournament games will be conducted under *National Federation of High School Basketball Rules*, unless otherwise noted below

-A player can play on only one team within a single Grade division of any tournament. A player can play in more than one Grade division of any tournament, provided the player is Grade eligible for each division in which the player participates.
-Teams may press or play full court defense until the scoring margin reaches **15 points (3rd-6th grade) or 20 points (7th-senior high)**, at this time, the winning team can only play half-court defense and the clock only stops for time outs.
-We will play **two 15-minute halves** for 3rd grade through Senior High Boys and Girls for all of our tournaments. During the last two minutes of the second half, the clock will stop on **ALL** dead balls.
-Beginning with a team's FIFTH FOUL in each half, two free throws are awarded. Team fouls will RESET at the end of the first half
-Overtime is a 2 minute running clock
-In the event of a 2nd overtime, it will become sudden death. Teams without a time-out will be given one.
-Teams will be given a 2-minute warm-up time between games and a 2-minute halftime. Each team will have four 30 Sec timeouts per game and they can be used any time during the game.

The team listed first is responsible for the official book and the team listed second is responsible for the clock,be prepared in advance for these duties each game. We will use a 28.5 inch ball for all girls and boys grades 3-5 and 29.5 inch for 6th grade boys and up.

Coaches are responsible for the actions of their players, bench personnel and fans. ***We have a ZERO tolerance for foul language and/or behavior,** Referees are instructed to give both teams and coaches one warning before the game starts, this will be the only warning as each following offense will result in a technical foul. Coaches and players will be ejected on the second technical foul for the remainder of the game, and if a fan is ejected, they will not be allowed back in for the remainder of the event and will not be given a refund.

You must check the posted times for changes before leaving the facility.
WE WILL START GAMES EARLY. Be at **least ONE HOUR** early to each game unless you are the first game of the day.
Teams finishing with the same record in pool play or in playing a round robin championship, we will use the following rules for tie breakers, 1st record, 2nd total point difference of all games you played with a maximum of 15 points for any one win and 7 points for forfeit wins, and 3rd Head to Head/Coin

***** COACHES PLEASE BRING YOUR OWN WARMUP BASKETBALLS*****