

# 2025 James McKay Memorial Tournament Rules

## Time

**Game Length:** 7 Minute Quarters (4) – with stopped clock

**Overtime:** 3 minute overtime with one time out per overtime period (no carry over timeouts from regulation). Jump ball starts each overtime period. Subsequent overtime periods will be played until there is a winner.

**Warmup:** Minimum warmup period of 5 minutes.

**Halftime:** 3 minutes

## Fouls

**Personal Fouls:** Each player is allocated 5 fouls per game. Foul out on the fifth personal foul.

**Team Fouls:** Two shots at fifth team foul in each quarter. Team fouls reset each quarter.

**Technical Fouls:** 2 foul shots, plus possession of the ball at half court will be rewarded to the other team. A second technical foul by the same player/coach is an immediate ejection from the game

## Gameplay

**Timeouts:** 3 full (60 second) timeouts and 2 30 second timeouts per game.

**Defense:** No restrictions, with the following exceptions:

- Pressing for 4<sup>th</sup> grade: Pressing is not allowed except in the final 5 minutes of the game and in Overtime.
- Pressing is not allowed if a team is winning by 15+points. If a team is leading by 15+ points and the lead is reduced to 14 points or less, that team may press again until they retain a 15+ point lead again.

**Free Throws:** Free throws must be taken behind the free throw line. ‘Drifting’ over the free throw line while attempting the free throw is not permitted and will void the free throw attempt, except in the 4<sup>th</sup> grade divisions (where drifting is permitted)

**Three Point Shots:** Counted in all divisions.

**Basketball Size:** All divisions will utilize a 28.5” basketball.

**Basket Height:** 10 feet.

**Non-Competitive Games:** If there is lead of 25 points or more at any point in the game, the clock will continue to run during game play until the lead is reduced to below 25 points.

## **Misc.**

**First Aid:** Teams are responsible for their own first aid supplies

**Jersey Color:** 'Home team' wears white (majority of uniform). 'Away' team wears any solid color (majority of uniform) other than white or gray.

### **Tournament Tiebreakers:**

2 Teams:

1. Head to head, when applicable
2. Points allowed (least amount prevails)
3. Point differential (max 15 points per game)

3 or More Teams

1. Head to head, when applicable (each team must have played each team in the tiebreaker scenario)
2. Points allowed (least amount prevails)
3. Point differential (max 15 points per game)