

Yakima Valley Sports Authority – A member of the Amateur Athletic Union

Yakima Valley Three Rivers Fall Basketball Tournament

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TOURNAMENT and LEAGUE RULES:

Tournament AND Leagues will be played under 2013-2014 High School Federation Rules, with the following exceptions:

1. Boys & Girls – No 30-second shot clocks. Over and back line in use with 10-second count.
2. Half Time – 5 minutes.
3. Quarters: 1st, 2nd, 3rd, 4th grades – 6 minutes
5th, 6th, 7th, 8th grades – 7 minutes
All other grades – 8 minutes
4. Overtime: 2 minutes each (Play until you finish the game)
5. No running clock when a team is up by 40 points or more.
6. **NEW PRESS RULE:** 1st – 8th Grade: 15 points / 9th Grade and above: 20 points. No Full court press once your team is up by more than 15/20 points. Your team must retreat back inside the 3 point arc until opponent crosses the center line with the ball, then you are allowed to play defense. The offense has the option to cross the center line at any time, however the 10 second backcourt count only starts when the defensive team is behind the 3 point arc.

Basketballs: 3rd Grade and below teams will use the 27.5 in ball. 4th – 6th Grade Boys and 4th Grade thru High School Girls will use the 28.5 in ball. Boys 7th Grade and up will use the 30” size ball.

Free Throw Violations: 5th Grade Girls and below & 4th Grade Boys and below

1. When shooting a free throw, the shooter must start from behind the free throw line. If the shooter steps on or over the line before the ball touches the rim, it is NOT a violation.
2. The shooter **CANNOT** rebound the ball at any time. Even if the shooter remains behind the free throw line, they still **MAY NOT** rebound the ball.
3. A player other than the shooter must have control of the ball before the shooter can handle the ball.
4. If the ball is in control of the shooter after the free throw, this is a violation and the opponents will receive the ball out of bounds.

Technical Fouls:

1. Each technical foul counts toward 1 of the 5 personal fouls on a player and 1 of the 7 team fouls.
2. Automatic 2 points and ball awarded out of bounds. No free throws.
3. One sportsmanship technical on a coach or fan, he/she is ejected from the gym. One sportsmanship technical on a player and the player must remain on the bench for the rest of the game.
4. If a coach or fan that has been ejected from the game does not leave the gym (including standing in the doorway and watching the game), or continues to question the official after the foul has been called, he/she will receive a second technical foul and will not be allowed to coach or watch the next league game. The team will be subject to disqualification from the league if the coach or fan returns. No exceptions – coaches and fans must calm down and behave in the way they expect their players to act.

Intentional Fouls: Automatic two (2) points and the ball out of bounds.

Warm Up: Warm-ups will be 10 minutes or until the game time, whichever is longer. Gyms will be open 30 minutes before the start of the first scheduled game. **Do not start games early – fans who arrive on time would like to see the start of the first quarter – not the start of the second quarter!**

Forfeit: Game time – no exceptions! If a team shows up late, the officials WILL work a short game, running clock, in order to be ready for the next game time.

Scorekeepers: Each team must have one person keep the individual scoresheet provided by the YVSA at the officials' table. Scoresheets must be totaled and turned in to the gym supervisor immediately following the game.