



*Lincoln Junior High  
Trojan Basketball Tournament  
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## **Trojan Basketball Tournament Rules**

2020

### **3<sup>rd</sup> & 4<sup>th</sup> Grades**

1. Four 10 minute quarters
2. Running clock
3. The clock will stop the last 2 minutes of the game unless a team is winning by more than 20 points
4. Man or zone defense allowed
5. Two full time-outs, one 30 second time-out per game
6. No pressing until the final two minutes of the half and the final two minutes of the game. However, if a team is winning by more than 20 or more points, they must remove their press.
7. All games will be played on 10 ft. rims
8. Standard free-throw procedures, 1 and 1 on the 7<sup>th</sup> foul, double on the 10<sup>th</sup>
9. Players receiving a 5<sup>th</sup> foul will foul out of the game
10. Two minute overtime for each game ending in a tie, with each team receiving one timeout for the overtime (teams may not carry-over timeouts)...the clock will stop during the overtime
11. Double overtime will result in sudden death...1<sup>st</sup> team to score either a basket or a free throw will win the game
12. A technical foul on a player or a coach will result in 2 points awarded to the other team...a second technical foul will result in removal from the game.
13. The official ball will be 28.5

### **Tiebreaker Rules for Pool Play**

1. Between two (2) teams: Winner of head-to-head competition
2. If more than two (2) teams tie, a point differential tie-breaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential – with the highest number placing above the second highest point total and the third highest point total next. (The maximum that you can beat a team and still gain an advantage is 15 points)
3. If two (2) teams are still tied after the application of the formula, go back to #1 to break the tie.
4. If more than two (2) teams are still tied after the application of the formula, the point differentials of the team(s) not involved in the tie are added, and the results recalculated.
5. The score of all forfeits shall be 15-0.
6. If there is still a three way tie, a three way flip of the coin will determine team placement.