

# Junior Tournament 2/3/2024 - Rules

## Tournament Format

All teams will play a minimum of (4) 24-minute games that will consist of **four 6-minute quarters**. This tournament will be played with a **running clock**. The clock will not stop before the end of the quarter for any reason other than timeout, including injury.

The 4 Junior Division Teams will play 1 round robin game against each opponent in their division in a seeding round. The top 2 seeded teams will then play 1 additional playoff game based on the seeding results.

Tie Breakers may be needed to determine the final seeding. After the Seeding is determined, the 1 Additional Playoff Game will proceed as follows:

- **Championship Game:**
  - 1 Seed will play the 2 Seed

There will be NO overtime during the seeding rounds. If two teams are tied at the end of the seeding rounds, the higher seed / winner will be determined based on a running total of all games played to that point based on the following tie breakers:

1. **Best record (2 points for win, 1 point for tie)**
2. **Best head to head record (only if exactly two teams tied)**
3. **Highest point differential (max 15 per game)**
4. **Lowest points against**
5. **Highest points scored (max 15 above opponent's score per game)**
6. **Coin toss**

For the Championship game, **exactly (1) 2-minute running clock overtime period** will be added. This game can end in a tie.

## Awards

The winning team and runner up will be listed on our website. There are no trophies.

## Substitutions

Due to the shortened games, substitutions will take place only at the beginning of quarters; there will be no mid quarter substitutions other than for an injured or fouled out player. Teams are expected to follow the same rules as used during the regular season for substitutions; **each player must play an equal # of quarters over the course of the tournament and in games as best as possible.**

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## Timeouts

Each team will be given one 30 second timeout per half. The clock will restart after 30 seconds – please be ready to play. Should a championship overtime period be added, each team will be allowed to use one 30 second time out during the overtime.

## Start of game

The first quarter will start with a jump ball. Possession will then alternate for the rest of the game. Championship overtime period will begin with a jump ball. Teams will shoot towards the basket opposite their bench during the first half and at the basket nearest their bench in the 2nd half and overtime.

## Pressing – Pressing is allowed in the last 2minute of each half

## Game times – PLEASE READ

We need the help of the coaches and girls to make the schedule work.

- Teams **MUST** be ready to begin their games at the times listed on the schedule.
- **BEFORE** your game begins, have your starting five identified.
- Before the previous game is over, have the girls dressed and ready to play (ie., no sweat pants, basketball shoes on, water bottle ready).
- **The break between quarters is only 1 minute.** The clock will start for the next quarter whether or not both teams are on the court – please have your next group out and ready **BEFORE** the new quarter begins.
- **The break between games is only 4 minutes.** Incoming teams must move onto the court and get ready **QUICKLY**. Outgoing teams must gather their belongings and move off the court **QUICKLY**.
- The game clock **WILL** start at the times listed on the schedule whether or not the teams are ready. The cooperation of all teams is needed to make this tournament successful.