



# Tournament Rules

The official rules for all ABE tournament games will be conducted under *National Federation of High School Basketball Rules*, with the following exceptions:

## PLAYING TIME:

- K – 2<sup>nd</sup> grade will be **6-minutes running clock** 4-quarters.
- 3<sup>rd</sup> – 8<sup>th</sup> grade will be **6-minutes stop clock** 4-quarters.
- 9<sup>th</sup> – 12<sup>th</sup> grade will be **8-minutes stop clock** 4-quarters.
- Clock will run on 20 points lead anytime during the game. The clock will run continuously except for timeouts, injuries or at the officials' discretion.
- If the lead is reduced to below 15 points, the stop clock will resume.
- 2 minutes warm-up time. 1 minute between quarters. 2 minutes halftime.
- Each overtime will be **2-minutes STOP TIME**. There will be a **sudden death** period after two overtimes. **One additional timeout** for each overtime period. Time-outs are not cumulative. No sudden death for Championship Games, teams will play until a winner is determined.
- A forfeit **MAY** be declared [by the Tournament Director] if a team fails to appear with at least four (4) eligible players 5 minutes after game time; fifteen to zero (15-0) shall be the recorded score.

## IMPORTANT RULES:

1. The team will shoot two free-throws at 5 team fouls per quarter. Fouls resets each quarter. Fouls resets each over-time.
2. When shooting free throws, players may enter the lane on release.
3. Each team receives **THREE** timeouts for the whole game.
4. The 10-second count is in effect.
5. Only two coaches per team can sit on the bench. Only one coach can always be standing.
6. The head coach is the only certified person that can approach the score-table with questions. The other coach must remain on the bench.
7. Teams can start the game with 4 players. A team that doesn't have at least 4 players (or head coach) at game time will be given a grace period of **FIVE** minutes. Game will be forfeited after 5 minutes.
8. Each Team should **complete or check** their electronic Team Roster before the game begins. If a player shows up during the game and they are **NOT** in the roster, a technical foul **WILL** be assessed.
9. Individual players foul out if they receive **SIX** personal fouls.
10. Jewelry including necklaces, rings, and metal bracelets are **NOT** permitted. Stud earrings are only permitted if they are properly taped and if the official can confirm that they do not pose a risk of harm or injury.

## MERCY RULE:

- The game will end if the point spread is over 25 points within the last 2 minutes of the game.



## TIE BREAKER:

1. Final standings in each pool/round robin will be determined by the win/loss record.
2. Two-way ties are determined BY head-to-head.
3. In case of a three-way tie, the team with the most points +/- 15 points is declared the top team. The team with the next most points is declared second, and the team with the third most points is declared third.
4. Point totals from all games played will be counted, which includes ALL teams in the pool.
5. CONTINUING THREE WAY TIE BREAKERS:
  1. If a three-way tie remains after the tie breaker, the "least points scored against" will be used.
  2. If a three-way tie remains, the "most points scored" will be used.
  3. If a three-way tie remains, a coin flip will be used. First Flip: 3 coins tossed and odd team out. Second Flip: 1 coin used.

## PLAYING ON TWO [2] TEAMS:

1. Players may play for one team/one organization only. **Exception:** Players can play for two teams in the same organization only if the teams are in different divisions and the player qualifies by age/grade to play in both.
2. Players from the same org **CANNOT** play on two teams in the same grade/age division. Ex: 1 player cannot play in the 8 Gold and 8 Silver.

## CONDUCT/EJECTIONS:

- The Head Coach is responsible for the conduct of his/her spectators and athletes. IF there is an ejection, the Head Coach will be asked to remove the ejected person(s) from the facility. The Head Coach will be responsible for any damage incurred to the facilities or property used by the athletes.
- If a Team Coach, Assistant Coach, Athlete, or spectator/parent is ejected from a game, he/she may be suspended for ONE FULL GAME (the following game) and will not be allowed on the property. It is also the responsibility of the Coach, Assistant Coach, or Team/Parent Representative to insure the ejected adult, or athlete does not enter the tournament facility. The Tournament staff reserves the right to remove any coach, player, or fan from the facility for inappropriate behavior. Teams may also be removed from the tournament with no refunds.

## SCORESHEETS:

- Scoresheets must be checked for complete information (including numbers) by parent representatives or coaches before the start of each game.
- Player birth certificates and current Student Information showing the school and grade must be shown when requested.



## GOAL HEIGHT:

- Divisions 3<sup>rd</sup> Grade and above will play on 10FT goals.
- Divisions 2<sup>nd</sup> Grade and lower will play on 8FT goals.

## OFFICIAL BALLS:

- Boys' divisions 7th Grade and above will play with a 29.5" basketball.
- Boys' divisions 6th Grade and lower as well as all girls' divisions will play with a 28.5" basketball.

## PROTESTS:

- All protests must be made **BEFORE THE START or 15 MINUTES AFTER THE** game (to the official and scorekeeper) and noted on the score sheet.
- Protests regarding officials or scorekeepers **WILL NOT** be allowed. Officials' decisions will be final.
- Any questions about a player or team's eligibility shall be directed to the Tournament Director **BEFORE THE START or 15 MINUTES AFTER THE** game. If requested, Certificates or Report Cards of both challenging team and challenged team must be shown. **THE COACH OF THE TEAM must pay** a \$100 cash payment non-refundable fee IF PROTEST LOST, refundable IF PROTEST WON and submit the protest in person.
- If a coach complains about someone cheating but doesn't follow the proper challenge process, that coach **WILL** receive a tech, and the game will continue. If the coach doesn't stop and keeps interfering with the game and **REFUSES** to follow the correct challenge process, then that coach will be removed by Security from the property.



## PLAYER QUALIFICATION:

- **Grade Based Eligibility:**

- All Ankle Breaker events will be organized by grade divisions.
  - A player can participate in the Grade Division for his/her grade for the school year.
  - A player is eligible to participate in the Grade Division lower than his / her grade for the school year if they meet the **Higher-Grade Exception** rule.
  - A player is **NOT** eligible to participate in the Grade Division for his / her grade for the school year if they **DO NOT** meet the **Older-Age Cutoff** rule.
- A team must participate in the division which corresponds with the highest grade **or** age of any player on the team.

- **Age Exception:**

- **Higher-Grade Exception:** A player is eligible to play down to a lower grade provided they meet the age requirements listed in the chart below.
- **Older-Age Cutoff:** Even if grade eligible, no player may play in a division where the player is more than one year older for the corresponding age for the grade division. See chart below for Age cutoff per division.

Age as of August 31 <sup>st</sup> , of the end of the academic year. (i.e. for Academic year 2024/2025. An athlete cut off age will be August 31 <sup>st</sup> , 2025)		Eligible to Play Grade
Higher-Grade Age Exception	Older-Age Cutoff	
6	7	K
7	8	1 <sup>st</sup>
8	9	2 <sup>nd</sup>
9	10	3 <sup>rd</sup>
10	11	4 <sup>th</sup>
11	12	5 <sup>th</sup>
12	13	6 <sup>th</sup>
13	14	7 <sup>th</sup>
14	15	8 <sup>th</sup>
15	16	9 <sup>th</sup>
16	17	10 <sup>th</sup>



17	18	11 <sup>th</sup>
18	19	12 <sup>th</sup>