

MIDDLEBORO TRAVEL BASKETBALL ASSOCIATION
2012
MARCH MADNESS RULES

General Rules

Pool Play, Guaranteed three games.

Tie Breakers:

1. Head to Head
2. Point differential per game up to 20 points per game
3. Fewest points allowed Total games
4. Coin toss

No roster changes after the first game is played.

Teams should be present twenty minutes prior to game. No grace period will be allowed except under extenuating circumstances. A forfeit of any tournament game will result in elimination from the playoffs, except for highly unusual circumstances as determined by the Tournament Committee.

A team must have five players to start the game. All players must wear matching shirts with numbers.

No player may play for more than one tournament team.

Individual trophies (12 player limit) to Championship team and Runner-up.

Patched officials for all games.

Game Rules (All Divisions)

Two coaches allowed on bench.

No shot clock.

Three point shots will be rewarded in properly marked gyms.

No pressing by either team if lead is 20 or more points.

Sixteen minute runtime halves. Running time except for foul shooting and timeouts. Clock will stop on all whistles during the last two minutes of each period. Clock will start when ball is handed to foul shooter for last foul shot.

Foul shots: when a **shooting** foul is called, clock stops.

2 shot fouls: clock starts when shooter is handed ball on 2nd shot.

1 shot fouls: clock starts when shooter is handed ball

1-1 shot fouls: first shot clock is stopped, if shot is missed it starts when it's touched by player.
If first shot is made then clock will start when ball is handed to shooter on the second shot.
Clock is stopped for all foul shots in last two minutes of each half.

Inbounds during Stop time, clock starts when touched by a player
A jump ball will start the game. The alternating arrow will determine all other possession situations.

Two timeouts per half. No carry over of unused timeouts.

Five fouls per player.

Shoot 1 & 1 on the seventh foul of the half. Two shots on the tenth foul of the half.

One Technical foul on the coach or bench will require that the coaches remain seated for the duration of the game. Two technical fouls on a player or coach will result in ejection from the game and gymnasium.

National federation rules will govern the Tournament unless otherwise stated.
The decision of the Tournament Committee is final.

Overtime

Two Minute overtime periods

A jump ball will start the overtime period

For each overtime there will be 1 timeout

Second half fouls accumulate through the overtimes

4th & 5th grade boys backcourt pressing & zone defense is allowed

4th and 5th Grade Boys

There is no back court pressing or zone defense allowed except for the last two minutes of each half and all overtimes. Teams must play Man to Man defense and no double teaming the ball except within the 3 point arc, double teaming is allowed.

TOURNAMENT INFORMATION

The Middleboro Travel Basketball Association and the Town of Middleboro will assume no responsibility for any injury sustained.

This tournament is a fundraiser. Please make parents and fans aware that there is an admission fee. Admission will be \$3.00 per game. A weeklong Tournament Pass will be available for \$5.00.

Please pass along copies of this information especially the rules to your players and fans so that they will be familiar with the various aspects of our tournament.

Gyms do not open until approximately 20 minutes prior to the first game of the day.

No fan basketballs are allowed in any of the gyms.

We look forward to seeing you at March Madness!