

# 2017 Harvest Tournament Rules

## JV Games

- JV Games are 16 minute running clock halves (including foul shots). The clock will stop on all whistles during the last minute of the 1st half. Second half the clock stops for the final 2 minutes on all whistles.
- Clock stops on all timeouts and injuries (see Varsity Game rules for more timeout information and overtime)
- JV closed division can only full court press the last 2 minutes of the game
- Referee will give 1 warning per team about backcourt pressure; Next call by referee will result in 1 foul shot and possession of the ball after the foul shot; Each call after the 1 foul shot call, will result in 2 foul shots and possession of the ball after the 2 foul shots

## JV Level Foul Shots

- Girls JV shots, the player must release the ball behind the foul line but are allowed to cross the line on follow through
- Boys JV Foul Shots - all normal rules and violations apply
- Play is live upon release (normal rules)

## Varsity Games

- Varsity Games are 20 minute running clock (including foul shots). The clock will stop on all whistles during the last minute of the 1st half. Second half the clock stops for the final 2 minutes on all whistles
- Clock stops on all timeouts and injuries
- 5 fouls per individual. Player is disqualified on the 5th foul. A technical foul is considered one of the 5 fouls
- Technical foul on a coach is considered a team foul (one of the 10)
- No More than 3 coaches are allowed on the bench with the team; only the head coach is allowed to stand. If this rule is not adhered to, the referee will call a technical foul and this will count towards the 10 team fouls for the half
- 10th team foul per half opponent is awarded 2 shot bonus (no 7 foul bonus)
- On foul shots - play is live upon release
- Varsity Level Foul Shots - all normal rules and violations apply
- Timeouts two full timeouts (60 seconds) and two 30-second timeouts per game
- Teams will be given one referee warning if teams are not back on court on time after a Timeout; after the first warning the referee will put the ball in play or begin the 5 second account at their discretion
- No overtime games in Pool Play - Only in the playoffs.

## **Playoff Overtime Rules:**

- 4 minute overtime (s) period as needed
- First 2 minute running clock, 2nd two minutes the clock stops on the whistle
- Each team will get one additional full time out per overtime period
- Teams will continue in the same direction as 2nd half
- The first overtime period will start with a jump ball, if an additional overtime period is needed, possession is determined by the possession arrow(per the referee)
- The 10+ foul bonus will remain
- 5 Individual foul rule is still enforced - a player is disqualified on the 5th foul

The tournament committee reserves the right to modify the rules or clarify as needed. The committee will notify coaches of any changes. The tournament website will be updated with changes.

## **Tournament Format:**

- There will be open and closed divisions this year due to the overwhelming response to the tournament. There will be 8 Divisions and 8 Champions.

### **JJV Boys (4<sup>th</sup> Grade)**

- All play in open division

### **JV Girls (5th & 6th Grade)**

- Open is 6th Grade travel and 6th Grade CYO/Parish teams
- Closed is JV Parochial School teams, 5th Grade CYO/Parish teams and 5th Grade Travel Teams

### **JV Boys (5th & 6th Grade)**

- Open is 6th Grade travel and 6th Grade CYO/Parish teams
- Closed is JV Parochial School teams and 5th Grade CYO/Parish teams and 5th Grade Travel teams

### **Varsity Girls (7th & 8th Grade)**

- Open is 8th Grade travel and 8th Grade CYO/Parish teams
- Closed is Varsity Parochial School teams and 7th Grade, CYO/Parish teams and 7th Grade Travel teams

### **Varsity Boys (7th & 8th Grade)**

- Open is 8th Grade travel and 8th Grade CYO/Parish teams

- Closed is Varsity Parochial School teams, 7th Grade CYO/Parish teams and 7th Grade Travel teams

The tournament will be pool play. Each team will have 2 qualifying games in pool play

- Two points awarded for a win
- One point to each team for a tie
- No more than 15 point differential awarded

**The top 4 teams will advance to the Playoffs.**

Seeds will be determine by (in order):

- Most Points (2 points for win, 1 point for tie)
- Head to Head results
- Point Differential
- Lowest Points Allowed
- Most Points Scored

The playoffs are Single Elimination