

# Drive5 Basketball Rules

## Timing:

Games will be played in two 20 minute halves with running clock.

Unless there is a 20 point spread or more the clock will stop:

1. In the last 1 minute of the first half.
2. In the last 2 minutes of the second half.
3. In the last 1 minute of any overtime.

**Overtime:** Overtime will be 2 minutes with a jump ball to start. Clock stops in the last 1 minute. A second overtime will also start with a jump ball and the first team to score 2 points wins. This can be 2 free throws or a field goal. Each team gets only 1 time out per overtime period.

**Halftime** will be 3 minutes if game is on time. Otherwise halftime will be 2 minutes.

**Press Rule:** No pressing by any team leading by 20 points or more.

**Time outs:** Each team will have two (2) 30 second time outs per half plus one (1) sixty second time out per game. Time outs do not carry over to overtime. Each team gets 1 time out per overtime period.

## Tie Breaker (all determined by the computer in this order)

- Head to Head
- Margin of Victory in all pool games
- Points allowed in all pool games
- Coin Flip

## Additional Rules:

**Ball Size:** High School- 29.5" 8<sup>th</sup> Grade and lower – 28.5"

**Each team will provide a representative to assist with running the clock or keeping the scorebook. This person shall remain neutral and refrain from cheering or coaching.**

**Each team must have an adult coach** on the bench. The coach is responsible for correctly filling out the score sheet for each game. This should include first name, last name and uniform number of each player.

**Player Eligibility:** **Players may play up in older grade but not down.** No player is eligible to play on more than 1 team in the same division. Any game with an ineligible player is subject to forfeiture.

**Forfeits:** Any time a team is not present at Game Time the game may be forfeited at the discretion of the tournament manager or tournament representative. Forfeits are recorded as 20-0. If the team that forfeited shows up late, the game can still be played as a forfeit. The clock will start with the number of minutes late being taken off the clock. Example: If the team is 10 minutes late the first half will start with 10 minutes left.

**Ejections:** Any time a coach or player is ejected for any reason the ejected party is automatically subject to a one game suspension without written exception from the tournament manager or tournament representative. If the ejection was due to any physical action or threat of any kind this exception will not be given.

## Goal Height:

2<sup>nd</sup> and 3<sup>rd</sup> Grade teams will play on 9' goal unless waived by both coaches.