

Pacesetter

Great Five-State Championship

Tournament Rules

1. Standard games will be two 16-minute halves with running time until the last minute of the first half and the last three minutes of the second half. Some main court games, however, on a Lynx game day may be shortened to fit the allotted time, so be prepared to adjust to 14-minute or 12-minute halves with less stopped time. There is no flexibility for games running past the allotted time due to WNBA fines for not being off the court.
2. Teams may call 3 timeouts per game. One additional timeout will be added to each team's current number of timeouts for each overtime period. Running time will begin after a timeout as soon as stopped time would normally begin, such as the first touch after an in-bounds pass or rebound. The clock should also stop for any unusual breaks in the game: a ball rolling off the court, an injury, a coach/official discussion, etc.
3. Pacesetter will use the 5-foul "player elimination" rule. The bonus will be two shots starting on the 6th foul in a half. There will never be a 1-and-1.
4. All overtime periods will be two minutes, all stopped time, unless adjusted. A sudden death period may be used (on the main court only) at the discretion of the tournament director.
5. The scoreboard is the official score. Any questions regarding the score must be raised by a coach immediately at the moment of the disputed scoring. If necessary, the head coach may stand and raise both hands to ask for a "scoring timeout" to double check the score. Any question on disputed scores will be settled by the officials, coaches, and scorekeeper or the tournament director at the request of one of the officials.
6. Teams in 4th & 5th grade may not press until stopped time is in effect, which only occurs during the last minute of the first half and the last stopped time minutes of the game. Teams in grades 4-5-6-7-8-9 may not press when leading by 10 or more points. When a change of possession occurs through a rebound or steal during a non-pressing situation, defensive players may go for a quick steal for a 2-second count before retreating past half court. This two-second pressure will not be considered pressing.
7. Teams at the 7th - 9th grade level may play any defense. Teams at the 4th – 6th grade level must play man-to-man defense. "Help" defense is allowed, but sustained double-teaming, trapping, and any type of zone defense as a full-court press or in the half-court is not allowed. 4th – 6th grade teams that are pressing must do it man-to-man without sustained trapping.
8. Subbing will be done through the timer. Players must wait for a court official's signal, however, before entering the game.
9. Players in 4th grade shooting a free throw may go over the free throw line after the release. This will be ruled the same as the guideline regarding the 3-point shot.
10. The small ball (28.5) will be used for girls and 4th - 6th grade boys.
11. Good sportsmanship is expected of all players, coaches, parents, and fans. Please set a good example for our young people!

Play Hard, Be A Good Sport, and Have Fun!