



**2018 South Fayette Girls Basketball Association
February Frenzy
Travel Basketball Tournament**

Game Rules:

- PIAA Rules (with modifications for 4th and 5th grade) and Officials.
- Reserved for girls travel and school teams. No AAU teams.
- Trophies will be awarded to the champion and runner up in each grade level.
- Schedules will be distributed after teams are finalized.
- Potential A and B divisions for 6th, 7th and 8th grade, depending on registration. We cannot guarantee that there will be a B division for any grade, but we are hoping to have sufficient entrants to form such brackets.
- Teams must be comprised of players from the same school or township. Players must also be the expected age for their grade level or younger.
- Players may only play for one team per division.
- All decisions on rules by the tournament committee are final.
- **Defense:**
 - **4th grade** – Half-court, man-to-man defense only, with the exception that full-court, man-to-man defense is allowed on rebounds and steals. Teams also may run an organized press and/or play zone defense in the last two minutes of each half and throughout any overtime period. Teams leading by 20 points or more may not run an organized press.
 - **5th grade** - Zone or man-to-man defense is allowed at any time. Teams may run an organized press only in the last six minutes of each half and throughout any overtime period. Full-court, man-to-man defense is allowed on rebounds and steals. Teams leading by 20 points or more may not run an organized press.
 - **6th, 7th, and 8th** – No restrictions. Teams may press at all times, practicing good sportsmanship.
- **Free Throw Exception:** 4th graders may land over the line but cannot be first to touch the ball.
- **Time Limits:** 4th grade games will be two 18 minute halves with clock stoppage only for timeouts, injuries, foul shots, with the exception that the clock will stop on all whistles in last 2 minutes of each half.
- 5th - 8th grade will play two 12 minute halves with the clock stopping on every whistle.
- **Half Time** – 3 minutes
- **Time outs:** three 30 second timeouts and one full time out per game. One full timeout per overtime period. No carry over is permitted from regulation or between overtime periods.
- **Mercy Rule:** Continuous running clock for leads above 20 in the second half. Clock stops when lead drops to 15 or below.
- **Overtime:** 2 minute overtime periods with one full timeout per team