

Albany Youth Basketball Association (AYBA) 5-on-5 Tournament

Official Tournament Rules

(Rules are subject to change at any time.)

Line Ups, Warm-up Time, Half-time Breaks, Timeouts

1. Team must have a minimum of five players to start the game. If five players are not on the floor by five minutes after the scheduled starting time, that team forfeits the game and the winning team will be awarded a 25-0 score.
2. A player can only play on one team. (Exceptions made only by approval from AYBA.)
3. Teams should arrive 20 minutes early in case games are running ahead of schedule. Games will not start more than 10 minutes early.
4. Up to five minutes are allowed for warm-up and three minutes for half time; however, the referees have discretion to change these times to make sure games move along in a timely fashion.
5. Three timeouts per game. One timeout for the first overtime period. No timeouts for a sudden death period. Unused timeouts do not carry forward to the overtime periods.
6. Each player is required to have a numbered jersey.
7. Lineups, with uniform numbers in numerical order, must be in the official scorebook at the scorers' table prior to the start of the game.
8. The home team (the team listed second in the pairing or bottom of the bracket) will furnish the game ball.
9. AYBA will supply timekeepers and scorekeepers.
10. Unsportsmanlike behavior from players, coaches and/or spectators may result in removal from the playing area, building or tournament.

Game Playing Time & Defense

GRADE	GAME TIME	DEFENSE	FULL COURT PRESS
4th & 5th	2 - 20 minute running time halves. Clock stops for the last 2 minutes of the game and for timeouts.	Half court man-to-man only	Allowed only in the last two minutes of the second half. No zone press.
6th	2 - 20 minute running time halves. Clock stops for the last 2 minutes of the game and for timeouts.	All defenses allowed.	All defenses allowed.
7th & 8th	2 - 14 Minute Stop Time Halves.	All defenses allowed.	All defenses allowed.

1. The first overtime will be two minutes stop time. The second overtime will be sudden death (the first team to lead by one point in the sudden death will be the winner), with the following exception: IN THE CHAMPIONSHIP GAMES A SECOND OVERTIME WILL BE TWO MINUTES STOP TIME. IF A THIRD OVERTIME IS NEEDED, SUDDEN DEATH WILL DETERMINE THE WINNER.

2. When pressing, if a team is leading by twenty or more points, then the team must drop back to a half-court defense. One verbal warning will be issued and then a technical foul will be issued on subsequent violations at the referee's discretion. The score must drop below twenty points to resume full court press.

Fouls

1. Bonus will be shot after seven team fouls per half and two shot foul on the tenth foul of the half.
2. Technical fouls will be awarded two points and the ball out of bounds. The second technical foul on a player or coach will result in the player or coach being ejected from the gym.
3. Technical fouls are counted as team fouls and as player fouls.
4. If a coach gets removed from a game, he can no longer coach that day and must leave the court area until the game is over.

5. If a team has only five players left in the game, no player shall foul out of the game after the fifth foul on a player. Subsequent fouls on that player will result in the fouled team being awarded two points and the ball, as in technical fouls.

Tie Breakers for Pool Play Brackets, will be determined by:

1. Two-Team Tie:

a. Head to Head competition between two teams

2. Three or More Teams Tied (only include tie breaker teams, 25 points is the maximum plus or minus total that will be factored into the point differential calculation):

a. Total point differential

b. Fewest points allowed

c. Most points scored

d. If there is still a tie, a coin flip shall break the tie. If there is a 3 plus way tie, a three-way coin flip shall break the tie, with the odd team being declared the pool winner. The tie between the remaining teams shall be broken based on the results of their head to head competition.

Other Rules

1. Minnesota State High School League rules apply in all other situations.

2. Three-point shot will be used for all grade levels.

3. Standard free throw line will be used for all grade levels.

4. 4th, 5th, and 6th grade boys and girls will play with a 28.5" basketball. 7th & 8th grade girls will play with a 28.5" basketball. 7th & 8th grade boys will play with a 29.5" basketball.

5. Unsportsmanlike conduct and fighting is prohibited before, during or after the game. Players involved in a fight will be eliminated from the game they are in and the next game. A team can be fully disqualified from the tournament at the discretion of AYBA.

6. Coaches are responsible for their actions and the actions of their players and fans. Inappropriate behavior will not be tolerated. Officials have the authority to forfeit games if necessary because of unsportsmanlike conduct.

7. AYBA reserve the right to remove anyone from the tournament premises, or refuse admission to any individual.

8. Tournament registration fees or admission fees will not be refunded for person or team disqualified or removed.

9. Shirts will be awarded for 1st place. Trophies will be awarded for 2nd and 3rd place. Ten (10) awards will be provided per team.

10. Two (2) coaches from each team will get free admission and players have no admission charges.

Protests

No protests will be allowed. Referees decisions are final. Referees and/or AYBA will settle all disputes as needed. Unsportsmanlike conduct will not be tolerated.

Courtesies

1. No outside food is allowed, please enjoy the concessions and support our non-profit organization.

2. Please clean up all drink bottles and other garbage left on the benches or stands after your games.

3. Please respect the gyms and school property.

4. Please no dribbling in the entrance, hallways, concessions area, etc..