

# **Marshall Tournament Rules 2026**

## **20 MINUTE RUNNING CLOCK**

- Game consists of two twenty-minute halves
- Clock can be stopped by the official at any time during the game
- Clock will stop the last minute of each half (on every whistle)
- If a team has a 20 point lead the clock will run and will only stop on time outs.
- 3-minute halftime
- 2-minute OT first overtime period with clock stopping
- 1- minute OT second overtime period with clock stopping
- Sudden death (first point wins) third overtime period
- **Home team will keep the official book**
- **Visiting team will keep the game clock**
- **Home team will be listed first and on the top line of each bracket. The home team will wear a light-colored uniform for each game.**

## **TIMEOUTS**

- Each team gets (2) 30 second timeouts per half (timeouts do not carry over)
- Each team will receive 1 timeout for each additional overtime period

## **DEFENSE**

- Pressing and zone defenses are allowed
- 2nd and 3rd grade can only press in the final 2 minutes of each half
- Pressing is not allowed if a team is up by 20 points during the game

## **FOULS**

- Individual fouls are tracked. A player will foul out at 5 fouls.
- 7 team fouls half results in the 1-1. 10 team fouls a half results in the double bonus.

## **GAME BALL**

- The Home team will provide the official game ball
- All girl's divisions will use a 28.5" basketball
- 3<sup>rd</sup> – 5<sup>th</sup> grade boys will use a 28.5" basketball
- All other boy's divisions will use a 29.5" basketball
- Teams will need to provide their own basketballs for warm ups

## **GOAL HEIGHT and FREE THROW DISTANCE**

- 2<sup>nd</sup> & 3rd grade boys and girls divisions will play on 9ft goals with a 12ft free throw distance.
- All other divisions will play on 10ft goals with a 15ft free throw distance

## **POOL PLAY & SINGLE ELIMINATION**

- All teams are guaranteed 3 games
- Single elimination tournament after pool play

## **SEEDING WILL BE DETERMINED BY**

- 1st – Win/Loss record
- 2nd – Head-to-Head if there is a two-way tie
- 3rd – Point differential in all other circumstances
- 4th – Points allowed
- 5th – Points scored
- 6th – Coin flip

## **PLAYERS & COACHES CODE OF CONDUCT**

- Any player or coach receiving 2 technical fouls in a game will be ejected from that game and the rest of that day's competition

TEAM REGISTRATION AND TEAM ROSTER MUST BE SUBMITTED TO TOURNAMENT STAFF PRIOR TO FIRST GAME AND NO CHANGES TO THE ROSTER ARE ALLOWED AFTER SUBMISSION. PLAYERS CAN NOT PLAY ON TWO TEAMS IN THE SAME DIVISION. COACHES CAN REQUEST TO HAVE A PLAYER PLAY IN THEIR GRADE AND PLAY UP IN A HIGHER GRADE IF NEEDED. ANY SPECTATOR USING FOUL OR ABUSIVE LANGUAGE TOWARDS PLAYERS, COACHES OR OFFICIALS WILL BE ASKED TO LEAVE IMMEDIATELY FOR THE REMAINDER OF THAT GAME AND ANYTIME AFTER THAT TO BE DETERMINED BY THE TOURNAMENT DIRECTORS.