

# JAMfest

2022

## Tournament Rules

Washington State High School Federation rules with the following exceptions:

1. Teams are allotted 2 time-outs per half, no carry-over
2. Players can only play on 1 team in a division
3. 5 minute grace period will be given before a game is forfeited. The forfeit goes as a 15-0 win for tiebreakers
4. If two or more teams are tied in a pool, the Tie Breakers are:
  - a. 1<sup>st</sup> head to head
  - b. 2<sup>nd</sup> Point Differential between the 3 or more teams tied, up to a +15
5. Warm Up Time between games will be a minimum of 5 minutes
6. Games will be two 20-minute running clock halves. Clock will stop inside of two minutes both halves unless there is a 20-point lead.
7. 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup> Grades will use the 28.5 size ball, all other divisions will use a 29.5 size ball.
8. All Technical & Intentional fouls are automatic 2 points and the ball
9. 2 technical fouls and you are disqualified for your teams current and next game
10. Overtime- 1<sup>st</sup> Overtime 2 minutes stop clock (Timeouts carry over) 2<sup>nd</sup> Overtime 1 minute NO Time Outs 3<sup>rd</sup> Overtime sudden death NO Time Outs
11. 20 Point Rule, If one team leads another by 20 points or more the clock will run in the 2<sup>nd</sup> half; once the score is under a 20 point differential, regular play will resume.
12. Coaches are responsible for the conduct of their fans