

## PA BLUE THUNDER HOOP START TOURNAMENT RULES

1. No additions may be made to your team **ROSTER** after the first game. AAU organizations having multiple teams playing in the tournament may utilize (on an emergency basis only) players from the same age group or younger age groups to fill voids on their teams. Under no circumstances may a team use older players in younger age groups.
2. In the grade 5, grade 6, grade 7 & grade 8 divisions, two 14 minute halves will be played with a 2-minute half time. For the grade 9, grade 10 & grade 11 age divisions, two 15-minute halves will be played with a 2-minute half time. Teams will be permitted one (1) **FULL** and two (2) **30-SECOND** times out per game. In the event of subsequent overtime(s), no (0) **FULL** and one (1) **30-SECOND** time out will be awarded to each team for each overtime period. **NO** times out may be carried over from regular time or a prior overtime.
3. The clock will stop on all on all whistles signaling a dead ball. This will be effective for regulation and all overtime(s). The clock will restart at the determination of the officials either by the in-bounding of the basketball or the miss of free throws. **Running clock is in effect in 2nd half when score differential is 20 points or more. A return to stopped clock will occur if the differential goes back under 20 points.**
4. When a team accumulates seven (7) **TEAM FOULS** in a half of play, a one-and-one free throw will be awarded. Upon attainment of the tenth (10<sup>th</sup>) **TEAM FOUL** in a half of play, the player will be awarded two (2) shots.
5. An individual player will be disqualified from further play in a particular game after picking up their fifth (5<sup>th</sup>) foul in that game.
6. Coaches will be permitted to stand or walk the sideline until there may be an issue with an official then they must sit down.
7. Overtime periods: There will be TWO-MINUTE overtime period(s) with a jump ball to start each period. The game will conclude when one team leads the other at the end of the earliest overtime period.
8. There will be a five (5) minute grace period marked by a running clock. Team play must begin upon arrival during that time or risk of forfeiture. **Be READY and ON TIME!**
9. During foul shots, players may attempt to rebound a missed free throw after the basketball is released by the shooter attempting the free throw.
10. All officials are registered PIAA officials. PA Blue Thunder will provide the electronic scoreboard and clock operator, and each team will provide a keeper of their own score book.
11. **The REFEREE'S decisions are FINAL and NO appeal of a decision will be heard.**
12. Reminder: For the players, **NO** jewelry, hair beads, hair clips or band-aids over pierced ears.
13. **Fans and Coaches are responsible for appropriate behavior.**  
If an official ejects a coach from a game, he **MAY NOT COACH** his team's next game nor be in the building for that game. If an official ejects a parent or fan from a game, they are not permitted back into any game site until the next day with **NO** refunds.
14. Championship t-shirts will be awarded to teams winning their grade group. Should any team need to utilize players from another team in their franchise (rule number one), they will not be eligible.

These rules are by order of the Executive Board of the PA Blue Thunder Basketball Organization.