

# 2017 JUNIOR GRAND AM TOURNAMENT INFORMATION & RULES

In case of inclement weather check the Fastbreak Club website - [www.gffastbreak.com](http://www.gffastbreak.com)

## General Information:

1. Teams are to report to the gym 15 minutes prior to their scheduled game.
2. Teams should provide their own warm-up balls, medical kit, & jerseys with visible numbers.
3. Each team is guaranteed 3 games.
4. Admission prices: \$5.00 for adults  
\$4.00 for grades K-12  
Free - 5 & under
5. Admission is good for all day at any gym.
6. Players and coaches will be given wristbands for admission to the tournament for the weekend.  
**The wristbands must be worn on a player's wrist or ankle at all times.**
7. Concession stands will be provided at each site.
8. No dressing rooms will be provided. Players should come dressed and ready to play.
9. A forfeited game counts toward the 3 game guarantee.
10. Uniforms must be appropriate and have a visible number.
11. Each team must have a coach who is 18 or older. Limit of 2 adults on the bench.
12. Players may play on only one team. If a player is found to be playing on more than 1 team, the player will be disqualified from the tournament and all games will be forfeited. Brackets will be adjusted if possible.
13. Once a team has picked up their team packet, no players may be added to that team unless approved by tournament officials. No girls can play on a boy's team – No boys can play on a girl's team
14. Any medical or dental expenses incurred are the responsibility of the individual's family.  
(ex: ambulance call, emergency room visit, etc.)

## General Rules:

1. Women's size ball will be used in all girls divisions & in the 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup> grade boys division.
2. Game Times:
  - a. 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, & 6<sup>th</sup> grade: Two halves, 18 minute running time except in the last two minutes of each half when it will be stopped clock. During the running clock, the clock stops only for time outs, injuries, or emergencies. Pressing is allowed the last two minutes of the second half only.
  - b. Other divisions: Two halves, 18 minute running time except in the last two minutes of each half when it will be stopped clock. During the running clock, the clock stops only for time outs, injuries, or emergencies. Press anytime.
  - c. Running time at the end of games if one team leads by 15 or more points.
3. All Divisions:
  - a. NDHSAA rules to be used unless otherwise addressed.
  - b. Two time outs per team per half (no carry over). 1 time-out per team per overtime (no carry over).
  - c. Overtimes: 1st overtime - 1 minute, 2nd overtime – Sudden Death.
  - d. Halftime = 3 minutes
  - e. Players are disqualified after five fouls.
  - f. Bonus free throws after the 7th team foul and double bonus on the 10th team foul. Free throws are shot on all shooting fouls.
  - g. Zone defense allowed only in 7th grade division & above.
  - h. Technical Fouls: 1st - sit out 10:00. 2nd - disqualified for the game and the following game. Any coach receiving a 2nd technical must leave the site immediately. A forfeit will result if a coach refuses to leave the site in a timely matter.
  - i. Baskets will be at regulation height (10 feet) for all divisions.