



Tournament Sites (all in Brandon, SD)

Brandon Valley Middle School (Headquarters)
700 E Holly Boulevard

Robert Bennis Elementary
501 S Sioux Boulevard

Brandon Valley High School
301 S Splitrock Boulevard

RULES

- Coaches, please fill out the score sheets during warm-ups before the game.
- Games are 18-minute halves with continuous running clock. Clock will stop only in the last two minutes of each half, at time outs and at officials' discretion. Game time may be adjusted to accommodate scheduling.
- Full court press allowed up to a 10-point lead. After 10 no press is allowed. NO PRESSING IN GRADES 2, 3, 4, OR 5. NO ZONE DEFENSES IN GRADES 2, 3, 4, OR 5.
- Each team is allowed one time out each half and one time out in overtime. There will be no carry-overs. Timeouts are one minute.
- All overtimes will begin with jump ball.
- Technical fouls are scored 2 points and the ball out of bounds
- Any player or coach assessed two technical fouls will be ejected from the game and gym for the remainder of the tournament.
- All teams must have basketball uniforms with properly numbered jerseys. Teams need to supply their own practice balls.
- All referee decisions are final. Coaches may talk with referees during time-outs and at half time. No protests will be allowed.
- Regulation size balls will be used in all respective divisions.
- 5 minute half time, this may be adjusted to accommodate scheduling.
- Free throws will be shot for all shooting fouls and/or after the team has reached the seventh team foul. The double bonus will be in effect when the team situation reaches ten fouls.
- First overtime is one minute. Second overtime is sudden death.
- All other South Dakota High School Activities rules will apply.
- Tie Breaker Rules –
 - 1 – Win Loss Record
 - 2 – Head to Head Competition
 - 3 – Least Points Allowed
 - 4 – Point Differential up to a maximum of 25 points
 - 5 – Total points scored up to a maximum of 50 per game
 - 6 – Coin flip