

2017 South Dakota Youth Basketball

-Pacesetter Tournament Rules-

1. State games will be two 16-minute halves with running time until the last minute of the first half and the last three minutes of the second half.
2. Teams may call 3 timeouts per game. One additional timeout will be added to each team's current number of timeouts for each overtime period. Running time will begin after a timeout as soon as stopped time would normally begin, such as the first touch after an in-bounds pass or rebound. The clock should stop for any unusual breaks in the game.
3. Pacesetter will use the 5-foul "player elimination" rule in the region games and a 6-foul "player elimination" rule in the state games. The bonus will be two shots starting on the 6th foul in a half. There will never be a 1-and-1.
4. All overtime periods will be two minutes, all stopped time.
5. The scoreboard is the official score. Any questions regarding the score must be raised by a coach immediately at the moment of the disputed scoring. Fans disputing the score should talk to their coach. If necessary, the head coach may stand and raise both hands to ask for a "scoring timeout" to check the score. This timeout should not be counted as a team timeout. Any question on disputed scores should be settled by the officials, coaches, and scorekeeper or the tournament director at the request of one of the officials.
6. Teams in 4th and 5th grade may not press until the last minute of the first half and the last three minutes of the game. Teams (grades 4-5-6-7-8-9) may not press when leading by 10 or more points. When a change of possession occurs through a rebound or steal during a non-pressing situation, defensive players may go for a quick steal to strip the ball or tie up the ball for a 2-second count before being required to retreat past half court. This two-second pressure will not be considered pressing. This pressure is allowed to require the player with the ball to establish complete control. No interference with a pass or dribble is allowed during this two seconds of pressure.
7. Teams at the 7-8-9th grade level may play any defense. Teams at the 4th-5th-6th grade level must play man-to-man defense. "Help" defense is allowed, but once recovery is made, the helping defender must retreat. Sustained double-teaming, trapping, and any type of zone defense as a press or in the half-court is not allowed for grades 4-5-6.
8. Players in 4th grade shooting a free throw may go over the free throw line after the release. This will be ruled the same as the guideline regarding the 3-point shot.
9. The small ball (28.5) will be used for girls and 4th, 5th and 6th grade boys.
10. Good sportsmanship is expected of all players, coaches, parents, and fans. Please set a good example for our young people!

Play Hard, Be A Good Sport, and Have Fun!