

2025 Glenbrook North Martin Luther King Jr. Feeder Tournament

Game Rules: A and B Tournaments

1. Each game will consist of two 20-minute running clock halves (the clock will stop the last 2 minutes of the second half)
2. Maximum 15 players per roster.
3. Games will start on time. A five-minute grace period will be given before a forfeit is declared.
4. All teams must supply their warm-up balls.
5. The first team listed on the pool sheet or bracket (top) will be considered the home team and will wear color jerseys. The home team will also supply a game ball.
- 6. Each team will be responsible for supplying either a score-board keeper OR a score-book keeper (the home team is responsible for the score-board). Each team must provide a roster to the score-book keeper before the game.**
7. Unless there are time constraints, each team will be allowed a 5-minute warm-up.
8. Half-time intermission will be 2 minutes
9. Each team will get 3 timeouts per game: 2 full's and 1 thirty-second (all 3 timeouts can be used whenever).
10. 3-point shots are allowed at all 3 grade levels.
11. If applicable, the first overtime will be one minute long, with one EXTRA 30-second timeout allowed per team. Sudden death after the first OT (this does not apply after pool play. You will keep playing 1 minute OT after pool play is over). A team can win on a free throw in Sudden death.
13. Bonus will be in effect on the 7th team foul per half (one and one) and super bonus (two shots) on the 10th team foul.
14. Man-to-man defense is required for 6th and 7th grades in the half-court, while anything goes at the 8th-grade level (man-to-man is strongly encouraged!)
15. Full-court pressing is allowed at all levels and all games. Absolutely no full-court pressing with a 15-point lead or more.
16. The referees have full authority on the courts and will not tolerate any discussions by fans, coaches, or players.
17. Two technical fouls will result in an ejection from the game for the player or the coach receiving them. Coaches are responsible for the conduct of their players and fans.
Technical fouls are an automatic 2 points and the ball.
18. Tie breakers for seeding for the second day of the tournament will be based on:
 - 1st - Best record
 - 2nd - Head-to-head competition if applicable
 - 3rd - Least amount of points given up defensively
 - 4th - A coin flip when none of the previous three are satisfied
19. All Players are only allowed to play on 1 level (You Can NOT play on 2 levels)
20. If the score in the second half is more than 20, after 7 minutes, the clock will run. Once below 15, the clock will stop again.
21. Any other disputes will be handled and ruled on by tournament coordinator Scott Lidskin (847-899-5727)