

2026 Andover 19th Annual Boys Basketball Tournament Rules

ALL RULES ARE ACCORDING TO THE BASKETBALL RULEBOOK GOVERNED BY THE FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS WITH THE FOLLOWING NOTATIONS:

1. Andover teams will always be the home team. Otherwise, the home team is the first team listed on the pool or top team listed on the bracket schedule. The home team will wear dark colored jerseys/uniform.
2. The Home team must supply an official scorekeeper.
3. Regulation size ball for 7th and 8th grades. Intermediate size (28.5) ball will be used for all 5th and 6th grade games. 27.5 ball will be used for all 4th and 3rd grade games. Game balls will be selected by game referee.
4. Teams should be at the game location 15 minutes prior to game time and enter with their team, coaches and spectators as directed by the Tournament Host. Games are expected to start on time. Referees or site manager may shorten warm-up times to keep the tournament on schedule. Line-up must be entered in the official scorebook 5 minutes before the start of the game. If an incorrect line-up is entered into the official scorebook, the bench will receive a technical foul.
5. Teams must have at least 5 players to start a game. Forfeiture results for any team not at a designated game site ready to play at game time. If a team runs out of players due to fouls, the last player to foul out will remain and each subsequent foul on that player will result in 2 points and the ball.
6. **Timing** - 3rd and 4th grade games will be two 20-minute running time halves with stop-time the last two minutes of the second half. 5th – 8th grade games will consist of two 14-minute stop time halves. Half time will be 3 minutes. If a team is ahead by 20+ points with seven minutes or less remaining in the second half, the remainder of the game will be played under running time.
7. All defenses are allowed for 6th, 7th, and 8th grade.

For the 3rd and 4th grade levels there will be no full court pressing or zone defense allowed. For the 5th grade levels only man to man defense is allowed. Full Court pressing is allowed.

No full court press is allowed if a team is ahead by 20 or more points. Disregard for this rule shall result in one warning followed by a bench technical on all subsequent violations.

8. Grades 3 and 4 will shoot free throws from 12 feet. Referee's discretion if floor is not marked.
9. Each team will be allowed 3 - 30 second time-outs per game. 1 - 30 second time-out per each overtime period. Timeouts will not carry over to overtime.
10. Technical or Intentional fouls will not be shot. 2 points & possession will be awarded.
11. First overtime will be 2-minute stop time. Second overtime will be sudden death (first team to score).
12. The three-point shot rule is in effect wherever there are lines designating the three-point shot.

13. In pool play brackets, ties breakers will be resolved as follows:

TWO-TEAM TIE: In any situation where two teams are tied, head-to-head competition between the teams shall determine the winner.

THREE OR MORE TEAMS TIED:

Step One: If more than two teams are tied, a point differential tie breaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential and the team with the highest ranking is determined the pool play winner. (Regardless of actual game scores, 15 points is the maximum plus or minus total that will be factored into the point differential calculation.) NOTE: Once the pool winner has been determined via the point differential, the tie between the remaining two teams shall be broken based on head-to-head competition.

Step Two: If more than two teams are still tied after the application of Step One, the point differentials of the teams not involved in the tie are added and the results recalculated.

Step Three: If more than two teams are still tied after the application of Step Two, a three-way flip of the coin shall break the tie, with the odd team being declared the pool winner. The tie between the two remaining teams shall be broken based on the results of their head-to-head competition.

SPECIAL NOTE: All forfeits are scored 15-0

No protests will be considered. All referee and tournament official's decisions are final.

Ejection Policy: Any player, coach or spectator who has been ejected from a contest is declared to be ineligible for the remainder of that contest AND the next scheduled contest. Any player, coach or spectator ejected for flagrant unsportsmanlike conduct will be ejected for the remainder of the entire competition and may be subject to additional disciplinary action(s). Some examples of "flagrant unsportsmanlike conduct" include, but are not limited to fighting, repeated verbal abuse, intentional actions that inflict or intend to inflict bodily harm, cheating (such as use of a declared ineligible player or coach), repeated use of profane language, etc.