

11th Annual Marauder Madness



Welcome to the 11th annual Marauder Madness Sr. Junior High School basketball tournament! We look forward to providing your team with some preseason game action. Because this is preseason, we will not be allowing a full court press, until the final 2 minutes of the 4th quarter and overtime if needed.

Marauder Madness Rules

FIBA RULES WILL BE USED WITH THE FOLLOWING MODIFICATIONS OR CLARIFICATIONS:

1. This tournament will use a Size 6 ball for girls and a Size 7 ball for boys. The league ball will be: Spalding TF 1000
2. **Compulsory** man to man defense for the entire game. **Defenses are allowed to double team the ball handler.** There is no full court press allowed until the last 2 minutes of the 4th quarter and overtime. Once the ball moves across to the front court man to man must be used. (Referee will first give a warning and then a technical foul.)
3. All throw-ins are handled **except** after a basket.

4. Players foul out on five fouls. Technical fouls on individual players count towards their five fouls.
5. 2 shots and possession at mid-court for intentional fouls.
Bonus (2 shots) on the 5th team foul every quarter.
6. No jump ball for held ball. Possession arrow will be used.
7. A shot clock will not be used, but in the event of an obvious stall the referee will warn the offending team and will begin to count down from 10.
8. Time outs should be called by the coach through the scorer's table. Time-out will be granted on the next stoppage, or if asked for in time, after the next field goal scored against. Ball is advanced to center in the last two minutes of 4th quarter or OT when a time-out is called by the team with the ball entitled to throw-in in the backcourt.
9. Substitutions can be made anytime the ball is dead.
10. Tournament: The game will consist of **4- 8 minute run time quarters, with stop time in the last minute of quarter 2 and 4.** Half time will be 3 minutes in length. **Overtime** will be **3 minutes running time with stop time during the last minute of play** . We will stop the clock for foul shots unless we are running out of time. **We will play run time if we are going to be over the hour limit.**
11. Each team will have 1 timeout per half.
12. **Free Throws:** Maximum of 3 defensive and Maximum of 2 offensive players.
13. **20 points press rule:** When a team has a lead of 20 points, they may not utilize any full court pressure - No press. When a team has a lead of 20 points. Teams will be penalized with a technical foul if they do not comply.
14. **3 point line is in effect.**
15. Teams have **8 seconds** to advance the ball to front court. A time out **DOES NOT** give you a new 8 seconds.
16. **If for any reason, a player from your team is ejected from a game, this player will not be allowed to play for the rest of the tournament.**

