

Pacesetter
Great State Games - 2026
Playing Rules

1. Standard games will be two 16-minute halves with running time until the last minute of the first half and the last minute of the second half, both of which will be stopped time. Target Center games may be shortened if absolutely necessary.
2. Teams may call 3 timeouts per game. One timeout will be allowed for an 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 a rebound on a free throw. The clock should also stop for any unusual breaks in the game: a ball rolling off the court, tying a shoelace, an injury, a coach/official discussion, etc.
3. The 5-foul “player elimination” rule will be in place. A bonus foul will always 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, unless adjusted. A sudden death period may be used, if necessary, (on the Target Center main court only) at the discretion of the tournament director.
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. If necessary, the head coach may stand and raise both hands to ask for a “scoring timeout” to double check the score. Any question on disputed scores will be settled by the officials, coaches, and scorekeeper or the tournament director if needed.
6. Teams in 4th and 5th grade may only press during stopped time: the last minute of the first half and the last minute of the game. Teams in grades 6-9 may press at any time with one exception: No team in grades 4-9 is allowed to 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 must retreat past half court.
7. Teams at the 6th – 9th grade level may play any defense. Teams at the 4th-5th 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, or any type of zone defense as a press or in the half-court is not allowed for grades 4-5 with one exception: Players may double or triple team whenever the ball is in the free throw lane.
8. Subbing will be done through the timer. Players must wait for a court official’s signal before entering the game.
9. Players in 4th and 5th 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. Players going over the line, however, must remain in their landed position until the ball reaches the rim.
10. The small ball (28.5) will be used for girls and 4th - 6th grade boys. The 29.5 for boys in grades 7-9.
11. 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!