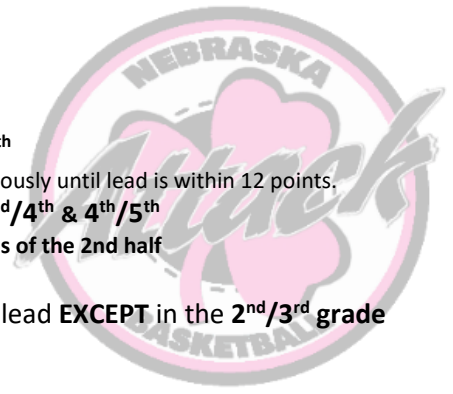


Tournament Rules



• Game Times:

- * The following divisions will play two **14-min halves** (STOP clock): **7th/8th**
- * The following divisions will play two **13-min halves** (STOP clock): **5th/6th & 6th/7th**
 - The clock will run the entire second half if there is a **20-point lead**. The clock will run continuously until lead is within 12 points.
- * The following divisions will play two **20-min halves** (RUNNING clock): **2nd/3rd, 3rd/4th & 4th/5th**
 - The clock will stop on all dead balls in the **last minute of the 1st half** and the **last two minutes of the 2nd half**

• **Full court pressing:** Is allowed for the entire game in all divisions up to a 20 point lead **EXCEPT** in the **2nd/3rd grade division**.

• **No Zone Defense:** There is no 1/2 court zone defense allowed. *Help defense IS allowed.

- No trapping or double teams allowed in 2nd/3rd, 3rd/4th & 4th/5th divisions. All other divisions CAN run a full court zone press but must play man-to-man defense inside the 3 pt arc (to clarify, you are allowed to trap right after ½ court but must match up man-to-man inside the 3 pt arc).
- 1st offense will receive a warning from the ref's, additional offenses will be a technical foul against the coach of the offending team.

• **Fouls:** Each player will be allowed **6 fouls** before fouling out.

• **Free throws:** Played on the release. **1 & 1 on 10th foul** and **Double Bonus on 14th foul** per half. All free-throws for the 2nd/3rd grade division will be shot from 14' and free-throws for all other divisions will be shot from regulation 15' line.

• **Timeouts:** **Three 1 min timeouts per game.** No limit per half.

• **Miscellaneous:** All teams will play with a 28.5 basketball and all teams will play on a regulation 10' high hoop.

• **Warm up:** will last a minimum of 5 minutes depending on schedule. Halftime will last 3 minutes.

• **Overtime:** 1st and 2nd overtime will be a 2-minute stop clock. All others will be 1-minute stop clock. 1 min timeout per overtime, no carryovers from regulation or between overtimes.

• **Forfeit:** Game time is forfeit time. Games WILL be allowed to start as much as 10 min ahead of time if they are running ahead and both teams are on-site.

• **Jersey Color:** 2nd team listed or bottom team in bracket is **HOME** team and will wear **LIGHT JERSEY**.

• **Tie Breaker:** **1.** Head to head **2.** Point differential (15 points max) based on all games played will be used to determine the 3rd team. **3.** Fewest Points Allowed (if point differential is a tie).

• **Technical:** Coaches will have to sit if issued a 1st technical and will be ejected from the game if he/she receives a 2nd. If a coach is ejected from a game, they must remove themselves from the gym until completion of that game. After the game, they may return with tournament director's approval. Two ejections per one individual per team will result in permanent ejection for the rest of the weekend.

• **Book/Clock:** Each team must provide 1 adult volunteer for the score sheet and game clock.

• 2 wrist bands will be provided for the head coach and assistant coach for each team.

• If any rules are in question, the on-site tournament director will be the final decision.

• Coaches are responsible for the conduct of their teams as well as their fans. If your fans are asked to leave the facility, please support us on this. If fans refuse to leave when asked, it can result in disqualification of the team for the remainder of the tournament.

• Always check the official bracket before your next game, times may be changed from your original schedule. Facilities open 30 minutes prior to first game. We will try to notify each team when such changes occur; however, it is your responsibility to check on changes. The official schedule and results are online at SportsEngine.