



RULES

ALL GAMES are two 14-minute halves and are stop clock for all age groups.

TIMEOUTS: Each team gets (3) timeouts per game, all are (45) second timeouts. Teams have (1) timeout during the 1st overtime period. Timeouts from regulation do not carry over to overtime. No additional timeout after the 1st overtime. Timeout gained in 1st OT carries on to additional overtimes.

FOREFITS: Only the tournament director can declare a forfeit. A forfeit win is plus/minus 15 points.

FOULS: On the (6th) foul a player is disqualified. After the (10th) foul in a half, the opposing team shoots 1 & 1. There is no double bonus. (2) Technical Fouls will result in ejection of a player or coach. The tournament director will decide if the ejection will result in suspension from next game.

OVERTIME: (1st) period is 3 minutes and stop clock with one timeout given (timeouts from regulation do not carry over). Each additional overtime period is 2 minutes stop clock. Teams do not gain an extra timeout in the 2nd overtime and beyond.

MERCY RULE: If a team is up 30 or more at any point in the game, the clock does not stop except for a called timeout, a player who is shooting free throws, or at the referee's discretion. If the deficit is reduced to (29) points or under, the game will be stop clock. If a team is winning by more than 20 points at the (3) minute mark in the 2nd half, the game is called.

JERSEYS: Designated home team will wear the lighter colored jersey or a jersey color that the referee can differentiate from the away team's jersey color during game play.

WARMUP: Teams will have (5) minutes of warm-up time in-between games. The clock will begin for warm-up time at the completion of the previous game. Game Balls/Warm-up Balls will NOT be provided. Referees must remain at the scorer's table area until both competing teams have left the floor at the conclusion of each game.

POOL PLAY: Max differential is (15) points per game (a team that wins by 30 only gets a +15 point differential). It is your responsibility to verify the final score on the official scoresheet.

TIEBREAKERS: (2) teams that have the same record, head to head determines the higher seed, (3) teams that have the same record, point differential will determine the higher seed. Only games between the 3 teams in a 4 team pool involved in the tiebreaker will be calculated in the point differential. If two teams are tied in this scenario, head-to-head result will determine seeding/advancement. If seeding/advancement cannot be determined amongst the 3 teams then games involving the 4th team will be included if applicable. If a team still cannot be determined a coin flip will determine seeding/advancement.

Disrespect of scorekeepers, referees, other coaches, or players will result in ejection from the tournament. Fighting and negativity will not be tolerated!