



TOURNAMENT RULES

All rules will follow the National High School Federation rules with the following guidelines and exceptions.

TEAM PLAY RESTRICTIONS:

- All defenses and offenses are allowed.
- Players are allowed to play on only ONE team.
- Rosters must be submitted prior to first game.
- All players must remove all jewelry. Rubber bands, cloth bracelets, necklaces and watches are still considered jewelry and prohibited. Hat and bandana are not allowed.
- Uniforms should include dark and white jerseys, reversible are fine. In the case a team does not have jerseys, coaches must call tournament director prior to first game.
- Last team listed on the game schedule is the home team (wearing white jerseys)

FORFEIT RULES

If a player plays on more than one team illegally, the team involved will forfeit the game in which the player competes, as well as the remainder of their games in determining pool and championship play.

A team that fails to show up at scheduled time of play within 5 minutes of the scheduled game time will forfeit the game with the end result score being 2-0.

GAME TIMING

- 2- 20 minute halves running clock. Clock stops last two minutes of **each half**.
In the case of an injury or special circumstances as managed by the officials, the clock may be stopped by the direction of the officials.
- Warm-up is 3-5 minutes depending on availability
- Half time will be 5 minutes.
- Games start on the hour.
- 1st overtime is 2 minutes.
- 2nd overtime is 1 minute.

- **3rd overtime is sudden death with jump ball starting the overtime. In sudden death, the team that scores 2 POINTS FIRST wins.**
- **If a team is ahead by 20 points or more, the clock will run continuous, until the lead goes below 20 points. Each time the lead goes above 20 points, it will then continue and so on throughout the game. This involves first and second halves.**
- **3-30 SECOND TIMEOUTS PER GAME. Time outs are not carried over into overtimes. One timeout per overtime.**
- **If a team calls timeout during a free throw situation, the clock will stop until the ball is touched by a player on the floor after being inbounded, or on a missed free throw once the ball comes in contact with a player (regular HS rules).**

FOULS

- **Normal high school rules apply**
- **No technical fouls will be shot. 2 points rewarded, plus the ball back.**
- **Any player charged with a fifth foul or a flagrant foul will be disqualified for the game.**
- **A bonus free throw will be awarded for each common foul (except a player or team control foul) committed by a player of a team beginning on the 7th foul in a half, provided the first attempt is successful. A player/team control foul is counted as a team foul for reaching bonus.**
- **Two free throws will be awarded for each common foul (except player and team control) committed by a player of a team beginning with that team's 10th foul in half.**
- **Intentional and flagrant fouls will result in the offended team receiving two free throws and the ball at the closest inbound spot nearest the foul.**

TECHNICAL FOULS

Teams and individuals will be informed PRIOR to every game of the following.

- **Technical fouls by an individual playing or on the bench will result in an automatic warning to the team and player and penalty of two points awarded to the opponent.**
- **A Second technical foul by an individual player or on the bench will result in an automatic suspension for that game, and the next game played. NO EXCEPTIONS.**
- **Profanity and disrespect towards officials will not be tolerated at any time.**
- **Three technical fouls from any one team during a game will result in an automatic forfeit of the game, and the game will be stopped at the time of the third technical foul.**

TIE-BREAKER

In the case of ties for seeding. 1) Head to Head Competition 2) Total Defensive Points Allowed, 3) Flip of Coin

Scoring point system in league or tournament play. Game results are recorded with a + and – system. The maximum amount of points recorded will be +15 for each game. For example, if the score is 55-45, the point differential is 10 points. The winning team will be recorded, and receive +10 and the losing team will be recorded at -10.

BLOOD

Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey it must be changed before the player resumes play. Discretion of both coaches and officials must be monitored with each individual situation that occurs. Safety is the single most important factor.

APPEAL PROCESS

Appeals will not be accepted in any manner. Good sportsmanship is expected from tournament director and officials and all efforts will be made to make sure all participants are treated with respect. All decisions on court are final.

TEAM COMMUNICATION WITH TOURNAMENT DIRECTOR AND OFFICIALS

Each team is allowed a coach and one (1) team representative to communicate with the tournament directors and officials. This person(s) are assigned exclusively for each event, and if a situation arises that creates conflict or concern, the tournament director and officials are allowed ONLY to communicate with the assigned representative with each team.

FANS/COACHES/PLAYERS

CODE OF CONDUCT

In the event that a parent or fan is disruptive towards coaches or officials, the following will take place.

- Official is to identify the individual to the appropriate coaching staff in a quiet manner to address the situation individually by the head or assistant coach. A warning is issued to the coaching staff and reported to the director after the game.
- A second violation results in a 5 point penalty awarded and the fan is removed from the facility for the remainder of the weekend. If the situation continues, the team will forfeit that game.

ADMISSIONS

During tournaments, Admission fees will be as following:

Adults: \$5.00 per day, \$8.00 per weekend pass

Students: \$4.00 per day, \$6.00 per weekend pass

Children: 5 and under FREE

Seniors: \$3.00 per day, \$5.00 per weekend pass

