



GAME RULES

Game Rules:

1. Games are two 16-minute regulation (ie. Stopped time) halves.
2. Teams will be given 4 minute warm-up prior to game and 4 minutes for halftime.
3. 20 minutes will be allotted from the scheduled start of the game before a forfeit can be declared. **An additional 10 minutes will be allotted for all Friday games for teams traveling, before a forfeit is called.**
4. Players foul out on their 6th foul.
5. At the 10th team foul in a half, the opposing team shoots 1&1. At the 13th foul it becomes a 2 shot bonus.
6. Each team has 3 timeouts per game. All are 45 second time outs.
7. If there is no 3-point line on the court that you are playing on, then there are no 3-point goals for that game.
8. **OVERTIME:** First period is 2 minutes in length (stopped time) with one additional timeout given per overtime period. Each additional overtime is 1 minute in length with no extra time outs given.
9. Only your 3 listed coaches with NCAA certification #'s and players are allowed bench access. Only 1 coach may be standing at a time.
10. **MERCY RULE:** If one team leads by 20 pts or more with 5:00 minutes remaining, the game becomes running time. Time will stop if the spread is cut to 10 pts or less and will remain stopped for the rest of the game. If one team leads by 35 pts with 4:00 minutes or less, the game is called.
11. Referees must remain at the scorer's table area until both competing teams have left the floor at the conclusion of each game.
12. Max Point differential is 15 – point cap. (Ex. Win by 40 points, Plus -15 point differential)

Pool Tie Breaker:

If 2 teams have the same record in the pool, then head to head determine winner.

If 3 teams have the same record then point differential determines winner. Take your games you won as your plus points (15-point cap), deduct the game you lost as your minus points (15- point cap). Team with the best point differential wins pool. If teams still remain tied, your actual point differential is calculated to determine winner. If no winner is still found, a coin toss will determine winner.

Note- Forfeit win is a plus/minus 15 points. Overtime is a 1-point plus/minus.

Sportsmanship:

1. **No fighting will be tolerated. Any player who is ejected for fighting is immediately suspended for the remainder of the tournament.**
2. **Coaches will be ejected on their 2nd technical and must leave the building. Any behavior, deemed by the director, that puts the well being of any player, coach, official, volunteer or spectator in danger will result in your team being dismissed without a refund.**