

2017 JUNE JAM RULES

ADMISSION: \$30 Weekend Pass; \$12 Daily Pass; Kids 5 & Under Free

GAME FORFEIT: 10 mins post game time is considered a forfeit

CLOCK: (2) 16 min halves for 14u & up; 14 min halves for all others; clock stops on all dead balls.

WARM UP TIME: 3 min warm up time between games

EXCESSIVE SCORING: When a team leads by 20 or more points anytime during the game, a running clock will be used, with the clock stopping only at team time-outs, injuries, and official discretion. If the lead falls to less than 15 points, the clock will revert to the regulation clock rule.

HALF TIME: Half time will be 2 minutes.

OVERTIME: Overtime periods will be 3 minutes. One (1) time-out will be allowed for each overtime period. No time-out carryovers from regulation period. 2 minutes for double OT. 1 minute for triple OT.

FOULS: 1&1 Free throws on the 10th foul. 5 player fouls.

TIME-OUTS: Each team will be allowed two (2) full and two (2) thirty-second timeouts per game.

PLAYER PROTEST: Players must abide by age and grade rule. Coach may file an official protest by submitting a \$100 non-refundable fee. The player in question must provide proof of age and grade prior to the start of his/her next game. If the player fail to produce documentation that player is disqualified from the tournament.

PLAYER PARTICIPATION RULE: Player could play for multiple teams within his/her organization. If player participate in games with teams outside of the organization he is registered with he player will be disqualified for the entire tournament.

First team listed or top team in bracket play denotes the home team. Home team wears light colored uniform.

TOURNAMENT CONTACTS:

- Aguirre: Brandon Veal 832-248-2022
- Channel View: Mike Harmon 832-392-2718
- The Gym: Anissa Veal 832-248-0410
- Legends: Willie Patrick 832-396-2987

Tournament Director-Brian Jolivet 281-414-8103