



Tournament Playing Rules

1. Game Clock: Games will consist of two 20 minute halves. The clock will stop on all fouls and violations **only** during the last two minutes of each half.
2. Overtime: 1st and 2nd overtime will consist of three minute periods with clock stopping with fouls and violations in the last one minute. 3rd Overtime 1 minute. 1 extra time out will be given for overtime. Timeouts from the second half will NOT carry over.
3. Time Outs: Each team will be given 2 time outs (60 seconds) per half and they will NOT carry over. In case of overtime, 1 extra time out will be given.
4. Grace Period: A 10 minute grace period will be allowed for tardiness and then if a team does not have four players to start the game, they will forfeit.
5. Team Fouls: Players will be given 6 fouls per game. Bonus shots will be given at the 10th team foul, and the team will be in double bonus at the 13th team foul per half.
6. Technical Fouls: All technical fouls will count as a personal foul. A player/coach who receives a second technical foul during the same game, the player/coach will be ejected from the game.
7. There is no mercy rule or 20 point rule.
8. The tournament organizer will provide the OFFICIAL scorebook. However, both teams are entitled to keep their respective scorebooks at the official table. Any objection or challenge to the official scorebook will only be recognized if you have a rep and scorebook at the official table.
9. Tie Breaker Rules:
 - First – head to head
 - Second – total point differential
 - Third – coin toss

