

## 2016 Winter Classic Tournament Rules

- 1. We will be playing with FIBA rules with tournament modifications.
- 2. All games will consist of 2-22 minute running time halves. The last ONE (1) min of first half will be stopped time. The last 2 minutes of the 2nd half will be stopped time if the game is 9 points or less. Overtime periods will be TWO minutes long (stoppage time).
- 3. All teams should bring their own warm-up balls. Teams will mutually agree to use one of their warm-up balls during the game. Pre-game warm-ups will last a minimum of 4 minutes and the halftime break will be 2 minutes.
- 4. The first listed team in the draw is the home team and should wear the light colored uniforms, unless one team does not have home and away color uniforms. Teams may make arrangements among themselves to change this guideline. Teams MUST bring both uniform tops to all games if they have them.
- 5. All players will be allowed SIX PERSONAL FOULS before they are disqualified. Bonus foul shots 1 & 1 will be shot on the 7<sup>th</sup> team foul in every half. 2 shots will be shot on the 10<sup>th</sup> team foul.
- 6. Teams will get TWO 30-second time-outs per half (no carry-over). One time-out will be given out for each overtime period. Time-outs can be called from the floor during LIVE PLAY.
- 7. There are no restrictions on the use of zone presses and zone defenses in the u13 (7<sup>th</sup> GRADE) & u14 (8<sup>th</sup> GRADE) divisions. No zones permitted in u10-u12 (4<sup>th</sup> to 6<sup>th</sup> GRADE) divisions, MAN TO MAN Defense only. NO Full Court Defense once you have established a 20-point lead.
- 8. Admission will NOT be charged.
- 9. Team coaches are responsible for the conduct and supervision of their players and fans/parents. Unacceptable behavior may result in the person being banned from the gym for the remainder of the tournament.
- 10. We will NOT be using a shot clock. However, teams that deliberately stall will be given a 10 second warning. We will be using a 10-second backcourt count and an over-and-back centre line.
- 11. Pool tie-breakers are: a) head-to-head, b) point differential, c) points against, d) coin toss
- 12. All decisions made by the tournament director or site coordinator ARE FINAL!