## LENGTH OF GAME:

-15U, 16U, and 17U will play Two 16 minute stop time halves.

- $3^{\mathrm{RD}}-8^{\mathrm{TH}}$ will play Two 14 minute stop time halves.
- Halftime will last 2 minutes and Warm Up will last 3-5 minutes.
- Running Clock if there is a 15 pt. lead AT ANY POINT IN THE $2^{\text {ND }}$ HALF. Once lead falls under 15 points the clock will stop.
- IF A TEAM IS UP 20 or MORE POINTS WITH 2 MINUTES OR LESS THE GAME WILL BE CALLED.


## FREE THROWS:

- At the $7^{\text {th }}$ team foul in a half, the opposing team shoots $1 \& 1$. NO Double Bonus


## MISCELLANEOUS:

- One Coach may stand unless they receive a technical foul.
- If player or coach ejected, they will NOT play or coach in next game.
- Fighting will NOT be tolerated. Players, Coaches or Fans involved in fighting will be disqualified from the event.
- 5 personal fouls
- $7^{\text {th }}-11^{\text {th }}$ grade will use a Men's Basketball (29.5). All others will use 28.5 basketball.
- No warm-up basketballs provided and Home teams provides game ball.
- Free throws are played on the release.
- $1^{\text {st }}$ team listed in pool play or top of bracket is Home team and will wear light jersey.
- BOTH TEAMS MUST PROVIDE A VOLUNTEER @ THE SCORES TABLE. FAILURE TO DO SO MAY END UP IN FORFIET. THIS PERSON WILL RECEIVE A PASS THAT WILL BE GIVEN TO EACH TEAMS HEAD COACH.
- Tournament Director has Authority to override any rules


## OVERTIME:

- $1^{\text {st }}$ overtime will be 2 minute (Stop clock). $2^{\text {nd }}$ overtime will be sudden death.


## TIMEOUTS:

- 3 (full) timeouts per game. One full timeout per overtime period, no carry over.

TIE BREAKER:

1. Head to Head 2. Point Diff (+,-20 max) 3. Points Scored 4. Points Allowed SPORTSMANSHIP:
We should all take pride in teaching the youth about proper sportsmanship.
We will have no problem removing fans, coach's, players if necessary. Have fun and remember that it is all about the kids!
