## Rules

1. All games will be played as follows:

2. Grades 8th and below will play two 14-minute halves.
3. Halftime shall be no longer than 3 minutes. Pregame warm-ups will be at least 5 minutes. Time may be changed at the discretion of the site director. No games will start before their scheduled time unless agreed to by both coaches.
4. A total of three (3) 30 second time-outs \& two (2) full time-outs will be allowed per game. One additional time-out per team will be awarded for each overtime period. Timeouts from the game will not carry over to overtime.
5. Two (2) direct technical fouls during a game on any player, coach, or team representative will result in their disqualification for the remainder of that game of the tournament. Tournament directors may dismiss any player and/or team at any moment for disorderly conduct and/or violating any government/municipal laws or tournament rules.
6. Each team is allowed two coaches in free. Additional coaches will have to pay admission.
7. Home team is responsible for providing a designated representative to assist in keeping the scorebook. Visiting team will be responsible for providing a clock operator.
8. Each team is responsible for their own warm-ups balls and game balls and/or any other items brought to the game. Rowan Hurricanes is NOT responsible for lost items.
9. The home team must provide the game ball.

Note: if a team has players leave the bench to come onto the court, tournament directors reserves the right to dismiss that player and/or team for the remainder of the particular tournament.

## ROSTER RULES

Rowan Hurricanes Basketballs operates according to the roster and division qualification rules of USBA.
Note: A player CANNOT be on multiple rosters or play or multiple teams during the same tournament (regardless if teams are in the same organization).

## HOME/VISITOR TEAM RESPONSIBILITY

Regarding bracket play, top team listed will be home team. Home team wears lighter color uniform. Home teams bench would be to the left of the scores table looking from center court.

Home team is responsible for the game ball and an official bookkeeper.
Each coach is responsible for the players, assistant coaches, staff, and parents of his/her team. Any misconduct on or off the court will result in immediate dismissal and/or disqualification from tournament. The tournament site director will have the final authority to remove or disqualify any team. Note: In the event of disqualification, tournament fees or any other refund will NOT be issued! No Exceptions!

Pre-Game Warm Up: Pre game warm up time will consist of 5 minutes. The tournament site director may shorten this time if need be.

Half Time: Half time will be 3 minutes. This may be shortened at the discretion of the site tournament director.

Overtime: Two, Two (2) minute overtimes will be allowed. If teams are still tied after the second overtime, the sudden death format will be used with the first team scoring a basket being declared the winner.

20 Point Lead: If at any time during the game, a team establishes a 20 point lead, the clock will continue to run with the exception of a time out being called or free throws. If the 20 point lead is reduced to less than 10 points, normal clock operation will resume. Note: Team that is winning by 30 points or more will not be allowed to press full court!

## TIE BREAKER SYSTEM

## Pool Play Tie Breaker for 2 Teams Tied

1. In a situation where (2) two teams are tied, head to head competition between the teams will determine the winner. If the (2) teams did not play each other, than the point differential system will be used with 15 points being the maximum.
2. If more than (2) two teams tie, a point differential tie-breaker will be applied to pool games. Teams are then ranked according to the sum of the point differential with the highest number placing first, the second highest placing second and so on. The maximum that you can beat a team and still gain an advantage is 15 points.
3. If more than two teams are still tied after the application of the point differential formula, the higher seed is rewarded to the team with the fewest combined points scored against them.
4. If more than 2 teams are still tied after the "points scored against" formula has been applied, revert back to head to head if they played. If teams did not play, then the exact point differential will be used.
5. The score of all forfeits shall be 15-0 in favor of the non-forfeited team.

## UNIFORMS

Each team must have either a reversible jersey, and/or have both a light and dark set of uniforms.

It is required that a number be on the back of the jersey. It is highly recommended that a number be on the front of the jersey as well.

## FORFEITS

Teams and coaches must be in the gym, ready to play at their designated times and places.

Directors will allow a five minute delay in regards to game starting time. This simply means, that if a team is not at the designated court at the correct time, or five minutes after designated time, the team that is late or not there will forfeit that game an issued a loss for that game at a score of 15-0.

If the game before your game is running into your time slot, teams must be prepared to tip off no later than 5 minutes after late game is completed.

If a referee or tournament director has to forfeit a game due to misconduct or inappropriate behavior, team receiving the forfeit will also be issued a loss.
**If your team has to forfeit, there will be NO refunds issued for the tournament fee. No Exceptions!

## TOURNAMENT CONDUCT

Any player who is ejected or disqualified, for reasons other than fouling out, will have to sit out the next game of that tournament. A coach who has been ejected by the officials will have to sit out the next game. There are no exceptions to this rule.

