## LENGTH OF GAME:

- 15U, 16U, and 17U will play Two 24 minute running clock halves. Clock stops last 2 minutes of $2^{\text {nd }}$ half unless lead is greater than 15 points.
- $3^{\text {rd }}-8^{\text {TH }}$ will play Two 20 minute running clock halves. Clock stops last 2 minutes of $2^{\text {nd }}$ half unless lead is greater than 15 points.
- Halftime will last 2 minutes and Warm Up will last 3-5 minutes.
- 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
- No warm-up basketballs provided and Home teams provides game ball.
- $2^{\text {nd }}-66^{\text {th }}$ will use 28.5 basketball. All other divisions will use 29.5 basketball.
- Free throws are played on the release.
- Players may NOT wear jewelry
- $1^{\text {st }}$ 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.
- Tournament Director has Authority to override any rules


## OVERTIME:

- $1^{\text {st }}$ overtime will be 1 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:

I think we should all take pride in teaching the youth about proper sportsmanship.
I have no problem removing fans, coach's, players if necessary. Have fun and remember that it is all about the kids!

