



GAME RULES

1. Two 20-minute halves
2. The clock will run continuously except for time-outs (3 per game), the last minute of the first half, and the last 2 minutes of the second half, unless one team has a lead of 20 points or more.
3. 3 Timeouts per game
4. Half-time will be 3 minutes in length.
5. Timeouts called on foul shots: Time will be stopped for the time out, then resume when the ball becomes live. Time will not run while foul shots are being shot after a time out call.
6. No full court press when the team is up by 20 points or more.
7. Technical fouls: 2 shots and the ball awarded to the fouled team, and they get the ball out of bounds.
8. First overtime will be 2 minutes in length. Second overtime will be sudden death.
9. 3-point line will be used
10. No Shot Clock: all teams must cross center court within 10 seconds.
11. Basketball size being used: Men's size 29.5
12. 5 Personal fouls per player.
13. Player will shoot 1:1 when team fouls = 7; and will shoot 2 foul shots when team fouls = 10

Technical Fouls

1. A coach receiving 2 technical fouls in one game will result in ejection from that game. The coach must leave the facility immediately and is not permitted to coach or attend the next played game. Failure to comply may result in forfeit of game. An assistant coach or parent is permitted to substitute for the head coach in the event of an ejection. If an assistant coach or parent is not willing to substitute for the head coach, the game will be declared a forfeit.
2. The game officials have the option to issue warnings and technical fouls if there is abusive or unsportsmanlike behavior by the parents and spectators. It is the coaches' responsibility to ensure their parents and spectators abide by the rules and spirit of the tournament.
3. Unsportsmanlike Technical Fouls – A player receiving 2 technical fouls in one game will result in ejection from that game. The ejected player must leave the facility immediately and is not permitted to play or attend the next played game. Failure to comply may result in forfeit of game
4. Technical fouls by any player will be a personal and a team foul. Technical fouls by the coach will be a team foul. Unsportsmanlike Technical Fouls and ejections are tracked and accumulate for each team throughout the season.
5. Foul language and inappropriate behavior will not be tolerated. Inappropriate behavior includes but is not limited to taunting, trash talking, and lack of respect towards game officials, scorers, coaches, players, parents and spectators. After first offense a technical is issued, second offensive is ejection from the game and/or facility.

Technical Foul = two free throws and possession of ball at mid-court

Intentional Foul = two free throws and ball out of bounds

90TEN Core Values

Respect · Trust · Integrity · Loyalty · Attitude · Teamwork · Discipline · Focus ·
Dedication