

## **GP MLK TOURNEY RULES**

### **GAME TIME:**

1. Two 22 minute running clock halves.
2. Stop clock last two minutes of each half unless a team is ahead by 20 pts
3. Clock will not be allowed to run out on a free throw
4. Clock stops on all timeouts and player injuries

### **TIMEOUTS:**

1. Four timeouts per game. 2 full and 2 –30 second timeouts. Use them anytime during regular play
2. A warning and technical foul will be given to a coach or a player for calling an extra timeout during a game
3. Timeouts do not carry over to overtime. Each team will be given one timeout in the first overtime
4. No timeouts in the sudden death overtime

### **OVERTIMES:**

1. First overtime is 2 minutes stop clock
2. Second overtime is sudden death – first team to score – no timeouts
3. Championship Tournament Game will not end in Sudden Death Play. The game will continue to play using 2-minute overtime (s) until a team wins. Timeouts do not carry over. One timeout per overtime

### **GAME RULES FORMAT:**

1. High School Federation rules for all games
2. Exception:
  - a. There is NO 30 second shot clock
  - b. 10 second back court rules will be used

### **PRESS ON/OFF RULES:**

1. Teams may full court press until they are ahead by 20 points
2. Teams may return to full court pressing once the score drops to 15 or below
3. Half Court pressing or half court trapping is always allowed

### **WARM-UPS AND HALFTIME:**

1. Normal warm-up and half time are 3 to 5 minutes. Warm-up times may be longer if time permits
2. Tournament Director(s) may change length of warm-up and half times during the tournament

### **FOULS AND TECHNICAL FOULS:**

1. Players will be disqualified on the 5<sup>th</sup> personal foul
2. One and one will be shot on the 7<sup>th</sup> team foul
3. Double bonus will be shot on the 10<sup>th</sup> team foul
4. Technical fouls will result in two points and loss of possession of ball
5. Technical fouls count as team fouls and personal fouls
6. Flagrant fouls are the same as technical fouls

### **BALL SIZE:**

1. All games will use the 28.5 size ball

### **GAME JERSEY'S:**

1. Teams listed on the bottom of the schedule/bracket or on the right will be designated home team and will wear white/light colored jersey. Teams listed on the top of the schedule/bracket or on the left will be designated visitors and will wear dark jersey.
2. Tournament does not provide penny's

### **TIE BREAKERS:**

1. Tie breaker between 2 teams:

If they have played each other, it is head-to-head

If they have not played each other, point differential will be used (15 points maximum per game)

If still tied, least number of points allowed

If still tied, highest number points scored

If still tied, coin flip will be used

2. Tie breaker between 3 teams:

If all teams in tie have played each other:

To establish 1<sup>st</sup> place, point differential will be used in games played only against teams involved in the tie breaker (15 points maximum per game)

After 1<sup>st</sup> place is established then head-to-head applies to 2<sup>nd</sup> and 3<sup>rd</sup> places.

If all 3 teams in tie have not all played each other 1. Point differential (15 points maximum per game), 2. Points allowed and 3. Points scored 4. Coin flip will be used for all places

### **GAME DISPUTES:**

1. Tournament director (s) will settle all disputes at the time of the dispute
2. Coaches will not be allowed to file protests

### **SPORTSMANSHIP:**

1. Officials or tournament director(s) may remove any player, coach or fan whom he or she feels is demonstrating unsportsmanlike conduct. There are no refunds to anyone who is removed from the gym
2. Anyone receiving two technical or two flagrant fouls will be removed from the gym and will not be allowed to participate in the remainder of the tournament (Tournament director has the right to make a ruling)
3. Any fan asked to leave the gym will be banned for that game and any other amount of time the tournament director(s) feels fit for the incident.

### **ADMISSIONS:**

1. \$10 adults and \$5 for seniors 65 and older/students 8 years and older will be charged each day of the tournament. \$25 adults all tournament pass and \$10 seniors/students all tournament pass.
2. Each team must provide one parent/coach to work the score table for each of their games. That person and one coach (normally the head coach) will not have to pay admission. \*Tournament allows 2 people admitted FREE per day, all others must pay admission each day

### **PLAYERS/ROSTERS:**

1. Players may play up a grade but not down a grade
2. Player may only play on one team in the tournament and only play in one age division
3. Any exceptions to be allowed by tournament director only

### **AWARDS:**

1. Tournament Champions from each age group receive a Championship t-shirt (12 t-shirts)
2. Three-point contest winners from each age group receive a t-shirt

### **MISC:**

1. Issues may come up that are not covered in general tournament rules
2. Tournament Director(s) reserve the right to make any decision we feel fair and appropriate should an issue arise not covered in the rules above