



**TIEBREAKER:** 1) Head to Head 2) Points – max 15 points for a win 3) Total points scored

**GAME LENGTH:** 9/U – 13/U: **13 minute halves** 14/U – 18/U: **15 minute halves**

**GAMES NOTES:** **IT IS IMPORTANT THAT WE STAY ON SCHEDULE!!**

1. WE WILL MAKE EVERY EFFORT TO POST THE SCHEDULE ON THE WEBSITE 2 DAYS BEFORE THE TOURNAMENT STARTS. All coaches will be required to check in 1 HOUR prior their first scheduled game to pickup up their PASSES, SCHEDULE CHANGES, and PAY the remaining balance of their tournament entry if necessary.
2. Game time is **FORFEIT** time, **EXCEPT**, for the first game of the day at each gym. There will be a 10-minute grace period for the first game of the day **only**.
3. The clock will **stop** on all whistles, **UNLESS**, 1) We fall more than 15 minutes behind schedule or, 2) When a team falls behind by more than 20 points at any time during the game the clock will run, **EXCEPT** timeouts. **(20 POINT RULE: IF A TEAM IS BEHIND BY MORE THAN 20 PTS IN THE 1<sup>ST</sup> HALF, THE CLOCK WILL RUN UNLESS THE LEAD IS REDUCED TO 10 PTS OR LESS FOR THE REMAINDER OF THE 1<sup>ST</sup> HALF, EXCEPT FOR TIMEOUTS ONLY. 2<sup>ND</sup> HALF: THE SAME RULES APPLY—20 PT LEAD THE CLOCK WILL RUN UNTIL THE LEAD IS REDUCED TO 10PTS, (EXCEPT FOR TIMEOUTS)**

**NOTE: STARTING THE 2<sup>ND</sup> HALF---IF THE LEAD WAS @ 20PTS AND IS STILL MORE THAN 10 PTS THE CLOCK WILL CONTINUE TO RUN AT THE START OF THE 2<sup>ND</sup> HALF**

4. **ROSTER: ONLY 2 TEAM COACHES AND/OR MANAGER/SCOREKEEPERS** and a **Maximum of 12 players** per team. **NO PLAYERS CAN BE ADDED TO YOUR ROSTER AFTER YOUR FIRST GAME.**
5. Overtime will be 2 minutes. **NOTE:** In the overtime the clock will run, **EXCEPT**, **on free throws and timeouts**. Double and all subsequent overtimes will be sudden death.
6. Free throws will be shot when a player is fouled in the act of shooting or when a team reaches **10 team fouls** (double bonus). **PLAYER FOULS:** Each player will be disqualified on his/her **6<sup>th</sup> personal foul**
7. Timeouts: 4 full timeouts per game. Teams will be given **one full timeout** for each overtime period.
8. Teams will be given 5 minutes to warm up and 3 minutes at halftime – **provided we stay on schedule.**
9. Please turn in your lineup at the 5 minute mark of the second half prior to your game or **AS SOON AS POSSIBLE.**