



Tournament Rules

WARMUPS: 2-minute warmups or more, official's discretion

FORFEIT: We will allow a 10-minute grace period and then you will forfeit the game

GAME TIME: (2) 16-minute halves with running clock except during **STOP CLOCK SCENARIOS:**

- 1st Half: 1st half for all games and all divisions regardless of lead, **CLOCK STOPS LAST 10 SEC**
- 2nd Half: 9u & 10u games that have a 6-point lead or less, **CLOCK STOPS LAST 5 MIN**
- 2nd Half: 11u - 17u games that have a 10-point lead or less, **CLOCK STOPS LAST 5 MIN**

HALF-TIME: Up to 2-minute halftime unless games are behind, official's discretion

TIMEOUTS: (3) 60 second timeouts per game, timeouts carry over to overtime

- **BALL CAN BE MOVED TO HALFCOURT IF OFFENSE CALLS THE TIMEOUT**

OVERTIME: 2-minutes, clock stops every whistle, each team is awarded 1 timeout + any that carry over

PERSONAL FOULS: **6 PERSONAL FOULS PER GAME**, technical fouls count as a personal foul

TECHNICAL FOULS: Automatic 2 points & the ball, 2 technical fouls result in an ejection from that game

BONUS: Single Bonus – 7 Teams Fouls or more in a half, Double Bonus – 10 Team Fouls or more in a half

TIEBREAKER: 1st Head- to-Head, 2nd Point Differential – **NO CAP**, 3rd Points Scored & 4th Points Allowed

SCORE KEEPERS: Each team must provide a scoreboard operator or a scorebook keeper for each game

HOME TEAM: Team listed 2nd is the home team and wears white/light uniform

28.5 BASKETBALL: 9u / 3rd Grade – 12u / 6th Grade Boys Divisions & all Girls Divisions

29.5 BASKETBALL: 13u / 7th Grade – 17u / 11th Grade Boys Divisions

DEFENSE: **ANYTHING UNLESS LEAD IS 20+ POINTS, THEN HALF COURT NON-TRAPPING DEFENSE**

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