



TAMPA BAY MASTERS BASE RULES

2	20 MINUTE STOP CLOCK HALVES
C	CONCESSION OPTION (team captains can opt for running clock if game score differential is 20 or more points, both captains must agree)
7	FOULS FOR BONUS WHICH IS ONE & ONE (10 for 2 Shots)
5	MINUTE HALF TIME
W	MINIMUM OF 7 MINUTE WARM UP TIME (prefer 10 minutes)
5	MINUTE GRACE PERIOD IF TEAM ONLY HAS 3 PLAYERS, BUT GAME CLOCK STARTS ON TIME
5	PLAYER FOULS PER GAME (2 techs, player is ejected)
30	SECOND SHOT CLOCK. MIGHT ONLY BE IN EFFECT 2ND HALF.
15	SHOT CLOCK RESETS TO 15 IF DEFENSIVE VIOLATION OCCURS
10	SECONDS TO CROSS HALF COURT
2	60 SECOND TIMES OUTS PER HALF (no carry over) 1 Extra per O.T.
0	TOLERANCE FOR FIGHTING (Players will be ejected for next game +)*

How does the Tie Breaker System work for advancing?

- 1. Record: Win - Loss Record:** If teams are tied then we look at Head to Head
- 2. Head to Head:** If two tied teams did not play each other or if all the teams in the bracket are tied, when then use Point Differential
- 3. Point Differential** (Points scored with a cap): You can accumulate up to a total of (plus 15) or (minus 15) points per game based on the scores of each of your preliminary games. The points are totaled to arrive at a grand total. Example: (+8, -10, +12 = +10). The team with the highest point total advances. There is not advantage to "run the score up" if you are ahead by 15 or more. If teams are tied with points, we then look at Point Allowed.
- 4. Points Allowed:** The team with the least allowed points (best defensive effort) will advance.
- 5. Coin Flip:** It's never got to this point.

It is important for Team Organizers to track your point total POINTS throughout the weekend.