

TAMPA BAY MASTERS BASKETBALL RULES

(02.13.2025)

What are the age divisions for TBM?

The Tampa Bay Masters offers 8 age Divisions. Men's 35+, 40+, 45+, 50+, 55+, 60+, 65+, and 70+ (3on3).

How is age eligibility determined?

Team division age is determined by youngest player on your roster. Players are eligible to play in an age division if they have reached the age of that division in the *calendar year of the tournament*. For example, if your 50th birthday occurs in any month of the current year, you would be eligible to play in the 50+ Division. Players may also play down in a younger division.

How do I enter a team?

Go to TampaBayMasters.com, click on the REGISTER tab in the menu. All necessary information, including fees and entry deadlines are contained on that page. Divisions are made up of 4, 5, 6, 7, or 8 teams. All team entries are on a first come, first served basis. Tampa Bay Masters, Inc., reserves the right to refuse any entry and has the final decision on all team and player entries.

How many games will my team play?

Every team is guaranteed to play a minimum of 3 games. Most teams get 4 or 5 games. We try to limit one game per day, but you may have two games a day based on division. Our goal is for you to leave Sunday and feel like you have played a lot of basketball!

How are teams bracketed and how does my team advance?

Four Team Division

In a 4-team division, you play each team in the division once in preliminary play. The top 2 teams play for championship (1st and Runner Up), the other two teams play for 3rd and 4th place. We may also do a Final Four bracket depending on venue and scheduling options.

Five Team Division

In a 5 team Division, each team plays one of the other teams in the group. Each team may have a bye during the tournament (a day where they might not play). The top two teams play in Championship game, the next two teams play for 3rd and 4th place. The 5th team would not have additional game.

Six Team Division

In a six-team division, there will be 2 pools of 3. Teams will play each team in their pool once. The top 2 teams in each pool will be put in FINAL FOUR bracket to compete for 1st and Runner Up on Sunday. 3rd place teams from each group will play against each other for their final game.

Seven Team Division

In a seven-team division, there will be 2 pools (1 with 3 teams, 1 with 4 teams). The teams in the 3 team pool will each have a bye during the preliminary round, so they may have a day without a game. Teams will play each team in their pool. The top 2 teams in each pool will be put in FINAL FOUR bracket to compete for 1st and Runner Up on Sunday. The 3rd and the one 4th place teams from each group will play in Consolation Four single elimination bracket. The best 3rd team in one of the pools would have a bye to advance.

Eight-Team Division Advancement (The Perfect Number!)

In an eight-team division, there will be 2 pools of 4. Teams play each team in their pool once. The top 2 teams in each pool will be put in FINAL FOUR, single elimination bracket to compete for 1st and Runner Up on Sunday. The 3rd and 4th place teams from each group will play in a Consolation Four, single elimination bracket.

How does the Tie Breaker System work for advancing?

Quite often there will be ties in your bracket based on the win - loss records. In order to determine advancement, the following system will be used:

- **Record:** Win - Loss Record: If teams are tied then we look at Head to Head
- **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
- **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 pool play 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 no 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.

- **Points Allowed:** The team with the least allowed points (best defensive effort) will advance.
- **Coin Flip:** It's never got to this point.

Rarely will the tie breaker determination go beyond bullet 3 - Point Differential. It is important for Team Organizers to track your point total throughout the tournament.

What are the uniform requirements?

Jerseys - Each team must have a light and a dark jersey for each player with regulation basketball numbers on either the front or back (both preferred). A reversible jersey is acceptable. All jerseys must be of the same color and style.

Shorts - Each team must wear shorts of the same color and style. For example if you select red shorts with a white stripe, all players must have red shorts with a white stripe. Experience shows that a solid color short; black, red, white, blue etc. is the easiest to manage.

Many teams are now coming with very nice uniforms with team and player names, having both a light set and a dark set. We do not currently enforce a uniform deposit but this may be a requirement in the future if teams don't look uniform. Wear your swag proud!

When is a player eligible to play?

Listing a player on your Game Roster, does not make him "Game Eligible". Players are required to complete the Online Player Registration paperwork before they are "Game Eligible" AND check in at the tournament office in order to be entered into the score book. **Players will also be required to show proof of age.**

Your players should be registered well in advance of game time. Players that are not registered prior to tip-off will have to wait until the beginning of the second half to play. Players registering after the second half has tipped off will not be allowed to play until the next game.

As a Team Organizer, it is your responsibility to have a minimum of five players, registered and ready to play each game at the scheduled time. We have scheduled games, so that even with an occasional overtime game, we are

generally on schedule. **PLAYERS MUST PLAY IN ONE GAME WITH THEIR TEAM IN THAT DIVISION TO PLAY IN THAT DIVISIONS CHAMPIONSHIP.**

What is the game format?

Games are played as two, 20 minute halves. The clock stops just like a normal game on TV as per basketball rules. There is a 30 second shot clock that is enforced all game. Occasionally we may have some staffing issues and may only use shot clock for the 2nd half of a game. The shot clock may be reset to 15 seconds during half court play. Overtime is played in 3 minute increments as needed to determine a winner. When the score differential is 20 points or greater, BOTH team captains must agree to move to a running clock.

What happens if I forfeit a game?

Teams are required to play all games as scheduled. Forfeiting games in this tournament is not allowed! Each team is expected to bring a minimum of 8 players and to always to have 5 players on hand for every game. However, we strongly urge you to bring 10 players. It is a vigorous weekend of basketball and some injuries do occur, especially for our weekend warriors :-\.

There is a \$100 FORFEIT fee that can be levied to a team at the discretion of the tournament committee. This fee is then given to the team that showed up ready to play. They get to use the \$100 however they want. This may also be in the form of a gift card to local establishment.

What level of official's work this tournament?

Under the direction of the Director of Officials, The Tampa Bay Masters contracts only top-rated high school and college officials. TBM officials receive an orientation briefing conducted by the Director of Officials and tournament Staff prior to tournament play. At the orientation, officials are briefed regarding the unique nature of the tournament. The latest NCAA and FHSAA rules are discussed and any special interpretations of the rules as they may apply to this tournament are agreed to. This information is online under rules. We want our officials to have the same high standards of the tournament and that they will treat all of your games and players with the upmost of seriousness and respect. That same level of respect is also expected from you and your team. TBM uses two-man crews for non-championship games and three-man crews for championship games. THE OFFICIALS TOP PRIORITY IS YOUR PHYSICAL SAFETY! You won't make every shot and they won't make every call.

Scorekeepers and Clock Personnel

The scorekeepers and clock personnel that work the games are considered part of the officiating team. Any verbal or physical abuse to them is not tolerated and may lead to a player or team receiving technical fouls, flagrant fouls, and even removal from the game and/or tournament at the committee's discretion.

What Awards are presented?

Team Awards, awards are given to the Team Organizers or Coaches of first and runner up teams in each division. We provide awards for 12 roster spots. If you have more than 12 on your roster, you will have to wait until after all games are completed on Sunday to make sure we have items to give out. Worst case, we will order and send you your swag!

THE TAMPA BAY MASTERS BOARD OF DIRECTORS CAN ALTER ANY OF THESE RULES AS NEEDED FOR THE BETTERMENT OF THE TOURNAMENT.

THANK YOU SO MUCH FOR PARTICIPATING. WE REALLY HOPE YOU HAVE A GREAT BASKETBALL TOURNAMENT AND HOPE YOU RETURN EVERY YEAR.

WE WELCOME YOUR FEEDBACK!



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)
10	FOULS FOR BONUS WHICH IS 2 SHOTS (new this year, NO 1and1)
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.