



## Candice Dupree Invitational Rules

<b>Format</b>	Showcase Format
<b>Bookkeeper</b>	The home team listed on the schedule is responsible for keeping the official book.
<b>Game Length</b>	2 – 16 minute stop clock halves (8 <sup>th</sup> -12 <sup>th</sup> grade)   4 – 14 minute stop clock quarters for (5 <sup>th</sup> -7 <sup>th</sup> grade)
<b>Warm-up</b>	Five (5) minutes
<b>Halftime</b>	Three (3) minutes
<b>Running Clock</b>	If at any point during the contest the scoring margin exceeds twenty-five (25) points the clock will revert to running time. The clock will return to a stopped clock with the deficit going below fifteen (15) points.
<b>Timeouts</b>	Three (3) 30-second timeouts per team
<b>Overtime</b>	One (1) minute stop clock first overtime, then sudden death second overtime.
<b>Bonus Foul Shot</b>	Teams will shoot 2 free throws on the 10 <sup>th</sup> team foul each half.
<b>Foul Limit</b>	Six (6) per player
<b>Ball Advancement</b>	The team can advance the ball on their timeout under 1 minute in the 4th quarter. (It cannot be advanced after a dribble.)
<b>Home/Visitor Uniforms</b>	The bottom is home and wears a lighter colored jersey; Top is away and wears dark colored jersey.
<b>Game Balls</b>	The game ball will be provided. Teams are responsible for bringing their own basketballs for warm-ups.
<b>Rules of Play</b>	Will play with modified NCAA Rules without a 30-second shot clock. There is a 10-second backcourt. 5-second calls apply with dribbling closely guarded and on held ball.
<b>Technical fouls:</b>	If the coach gets 1 technical, they can still stand. After the 2nd technical, the coach will have to leave the court areas.