



TOURNAMENT RULES & REGULATIONS (NFHS & Modified NCAA Rules)

Tournament Format:

- Pool play Day 1 - 3 games
- Playoff games -Each team will be seeded and placed in the order of their record from pool play. You win, you advance to the next round in the bracket. If your team loses they will be eliminated from competition.

Tournament Divisions:

- Division I - Competitive Advanced (Competitive teams, highest level played may include college, semi-professional)
- Division II - Advanced (Competitive teams, experienced players of all levels)
- Division III - Competitive Recreational (Players of all levels)
- Division IV - Recreational (Mix of abilities, understanding of the game, average players)
- Womens+ - Women's division

Tournament Policies & Regulations:

- All players must have the same jersey color, with their individual numbers on the front & back of each jersey. The second team listed is the home team and the home team will wear white (or lighter color jersey). All players must have the same jersey color, with their individual numbers on the back.
- 5-minute warm-ups – Time permitting - Clock starts immediately.
- Games will be played as scheduled. Game time is forfeit time.
- A team must have four players to start a game and three players to finish. Once a team is down to two players regardless of the score, the game is over and the team with two players loses.
- Teams should arrive at least 20 minutes before game time. A team can start the game with 4 players. If the 5th player does not arrive by the 5 minute mark in the first quarter the game will end in a forfeit.



- **No refunds within 2 weeks of the tournament. We are not financially responsible for forfeits or weather conditions that cause game cancellations. The tournament expenses have been paid in advance.**

Tournament Rules:

- Length of Game: 4 quarters 10-minute per quarter with running clock – clock stops during the last minute of the 1st and 3rd quarters and the final 2 minutes of the 2nd and 4th quarters. The clock will also stop on time-outs, injuries and whenever the game is delayed (wet surface, ball stuck on the rim, referee discussions, etc.).
- Timeouts: 1 in the first half. 2 timeouts in the 2nd half. One additional timeout for overtime period. Any calls for a time-out after your limit will result in a technical foul.
- Overtime: If teams are tied at the end of regulation, the overtime period will be 3 minutes.
- A team may advance the ball after a timeout in the last minute of the 4th quarter or any overtime period.
- Clock will stop in the last minute of the 4th quarter and any overtime period.
- The clock will continue to run if there is a 15-point lead..
- Pools and brackets will be decided by the following tiebreakers – head-to-head (2 teams), point differential, points scored, points against.
- Player fouls (6) and team fouls (8 team fouls committed will be 2 shots).
- Player is disqualified from the game after receiving their 6 foul. If a team only has 5 players they can continue game play with 4 players
- Technical Fouls: All technical fouls are 2 free throw shots and the ball.
- Two technical fouls on a player or captain will result in immediate ejection and a suspension for the following game. The captain or player must leave the bench/game area immediately and may no longer participate in any way.
- Unsportsmanlike Conduct: In the event that a captain has been issued 2 technical fouls and will not leave the bench area, he/she will have to leave the building immediately or his/her team will be disqualified. The captain will not be allowed to coach any of the remaining games in the tournament.
- Captains are responsible for players. Abuse of officials by players may result in technical fouls being called on the player or ejection from the premises. Any unbecoming conduct, fighting, or use of profanity will result in a technical foul, ejection from the tournament facility, or elimination from the tournament (without refund).
- The referees have full authority on the court. Protests will not be allowed.
- The President and Vice President have the final authority on all rules and interpretations.

