

# **Buster Mabrey Memorial Tournament**

## **GAME RULES**

1. **GAME TIME:** Two Eightteen-minute halves; running clock except last **30 seconds** of **first half and last MINUTE of second half.**  
2-minute halftime and 5-minute warm-up time prior to game.
2. **TIME OUTS:** Two (2) full and one (1) 30 thirty second time out per game.
3. **OVERTIME:** A two minute overtime will be played in the event of a tie score at the end of regulation. A Jump Ball will start the overtime period. If the score is still tied at the end of the overtime period, a sudden death second overtime will be played in which the first team to score wins the game. **One** 30 second timeout will be awarded to each team at the beginning of the overtime period.
4. **FOULS:** Individual fouls will be kept; on the 7<sup>th</sup> team foul of each half there will be a 1 and 1 assessed. 2 shot free throws will be shot beginning with the 10<sup>th</sup> Team Foul of each half. Team fouls will start back at zero at the beginning of the half.
5. **SPORTSMANSHIP:** Coaches please exercise restraint with officials and encourage your team, assistant coaches, parents, and spectators to practice good sportsmanship.
6. **SEEDING:**
  - A. Best Record
  - B. Head to Head
  - C. Point Differential
7. **PROTEST:** Any coach wanting to protest a players eligibility needs to protest during the 1<sup>st</sup> of the game. We will not be wait until the end of the game or to see if you win or lose. This needs to take place up to the 2<sup>nd</sup> half starting.
8. **TECHNICAL FOULS:**

Player: Two technicals = ejection from the game. With a 1 game suspension. A player should **NOT** be talking to officials.

Coach: One technical loses coaching box and must sit down.  
Two technicals = ejection from the game and must leave the gym. 1 game suspension unless pay a \$50.00 ejection fee.

Fans: Warning on 1<sup>st</sup> Offense.  
Technical on 2<sup>nd</sup> Offense.