



## **Official Rules & Regulations**

### **Registration & General**

- Players must play at their grade level or higher. Players will not be allowed to play down in grade levels.
- Players may only play on one team and may not change rosters once the tournament begins. Players may be added to a roster before a team starts its first game.
- A non-tournament player may replace an injured player. This is solely at the discretion of the tournament director and only in emergencies.
- Locker rooms will not be available. Each team must supply its own ball(s) and towels.
- Each team is guaranteed to play 2 games.
- Double elimination format

### **Time**

- 3-minute warmup time, 2-minute halftime (time permitting)
- Two 17-minute running halves
- Clock stops for the last 2 minutes of the second half if the game is within 10 points or less
- Game time is forfeit time. A team can start a game with 4 players.
- 2-full timeouts per half (Timeouts do not carry over to OT)
- Overtime: Clock stops on all whistles
  - 1st overtime will be 2 minutes in duration with 1 timeout provided
  - 2nd overtime will be sudden death (first score wins)



## Jerseys

- All teams must have similar shirts with visible numbers on the back.
- Teams are encouraged to bring multiple color options to distinguish between opposing teams of similar colors.

## Fouls & Free Throws

- Bonus at 7 team fouls
- Double bonus at 10 team fouls
- Clock **does not** stop for free throws unless game is within 10 points or less in the last 2 minutes of second half
- Players are allowed 5 personal fouls
- Technical Fouls
  - Any technical foul will result in the opposing team being awarded 2 points and ball possession. Any player receiving a total of 2 technical fouls at any point during the tournament will be disqualified from the tournament.
  - Any coach receiving a total of 2 technical fouls at any point during the tournament will be disqualified, along with the coach's team, from the tournament.