

Hoopin' Havoc Style Tournament Rules

Format: Two-day Tournament; 3 Games Guaranteed; Pool Play to Bracket Play

All PIAA Rules Apply Except:

- Coaches must confirm all numbers and last names are in the book prior to the start of the game.
- Only confirmed players and coaches for the respective teams are permitted on the bench. No fans or spectators are permitted in/around the bench or score table.
- All head coaches must sign-in at the registration table before their first game of the day. Each team will be provided 2 coaches' wristbands and will need them to enter the gym locations.
- Regulation 29.5" game balls will be used for this tournament.
- Games are two 16 minute halves with stopped time. Any overtime period will be 2 minutes in length with stopped time.
- Pre-game warm-ups will be limited to 3 minutes (unless extended by tournament staff members). The halftime break and any overtime break will be 2 minutes.
- 5 minute grace period from the scheduled start time before a forfeit is announced.
- Each team gets 2 full timeouts per game and 1 thirty-second timeout per half. The thirty-second timeout does not carry over. Overtime includes 1 additional thirty-second timeout.
- 6 personal fouls per game; a player is disqualified after receiving the 6th personal foul.
- One and one on the 10th team foul per half and two shots on the 12th team foul per half.
- Any player or coach receiving 2 technical fouls will be disqualified from the game and will be suspended for the next game in the tournament. Any player or coach involved in or ejected for fighting will be suspended for the remainder of the tournament. Any player who leaves the bench to participate in a fight will be ejected and suspended for the remainder of the tournament.
- The Tournament Director expects all players, coaches, parents, spectators, and staff to act in an appropriate and respectful manner. The Tournament Director has the sole discretion to remove any individual from the site of the tournament.
- The Tournament Director will have the final discretion related to all tournament-related rulings.
- Mercy Rule: Games will go to a running clock format if a team is winning by 25 points or more. If the margin returns to under 25 points, the game will return to a stopped clock format.

- Pressing is allowed at all times. Please keep good sportsmanship in mind when determining whether pressing is an appropriate strategy under the circumstances.
- Each team is responsible for cleaning their bench area after the game concludes.
- Player Eligibility: This tournament is grade-based one for 7th graders. All coaches are required to have the following at the tournament site for each player on their team: 1) a birth certificate for proof of age and 2) a report card/school ID/other document for proof of grade. The inability to produce this documentation in the event of protest (see below) will result in the relevant player being automatically declared ineligible for the current game and all subsequent games until the required documentation is produced.
- Protests: Any protest of a player's eligibility must be made by the opposing coach prior to the respective game. Teams must submit a protest fee of \$100. The \$100 will be refunded if the protest is upheld and the player is found to be ineligible. The funds will be forfeited if the protest is not upheld. In the event of a protest, the Tournament Director will review all relevant documentation and have final discretion regarding the ultimate eligibility ruling.

Tie-Breaker Criteria After Won-Loss Record

- 1) Head to Head (only utilized if just 2 teams tied)
- 2) Point Differential Up to a Maximum of 15 Points Per Game
- 3) Least Cumulative Points Allowed in Pool Play
- 4) Least Points Allowed in Individual Pool Play Game
- 5) Coin Flip

*All forfeits will be given a point differential of 5 points.

Tournament Director: David Yancoskie (cell: 610-724-0645)