

Tournament Rules

1. There will be two 16-minute halves for 12u-15u—the clock stops on all foul shots and last 2 mins of each half. 14 minute halves for 10u-11u
2. 3 timeouts total per game—2 full timeouts and 1 thirty-second timeout.
3. Two minute halftime.
4. Guaranteed 3-minute warm-up between games.
5. Overtime is 2 minutes—1 30-second timeout in overtime with no carryovers
6. A player fouls out on his 5th personal foul.
7. A team reaches 1-and-1 bonus on the 7th team foul of each half. 2-shot bonus at 10 team fouls
8. Team listed on left and top of bracket is home and wears light color. Bring both colors to game in case a team does not have extra uniforms.
9. Two technical's result in automatic ejection from the game.
10. Seeding from each pool will be determined by win-loss record in pool play. In case of ties, head-to-head competition determines seed. If 3 teams are tied, a point system comes into effect. There is a maximum of +15 for a win in pool and -15 for a loss in pool. All games in pool are included in figuring point system. In case teams are still tied, the least total points allowed in pool play will determine the higher seed. In case there is still a tie, a coin toss will determine seeding.
11. At the end of pool play, check brackets on the board for seeding as you might play within a few hours. Please check with the gym you are playing in to verify any bracket times and locations. You are responsible for knowing where and when your team plays. You can always ask the gym supervisor to check for you at the gym where you finish pool play. If you do not arrive at your scheduled bracket game on time, it will be a forfeit.
12. Players are able to play in two different age groups as long as it is up not down.
13. If a team is found to have an illegal player (over age), they will receive losses for all games played and possibly be disqualified from the tournament. The player in question will not be allowed to play. Do not embarrass yourself or your team by bringing illegal players. Please have available at all times proper documentation of your players ages.

14. 10-Under, 11-Under & 12-Under boys teams will use 28.5' ball. All others use regular size ball.
15. If a team is ahead by 20 or more points the clock will **not stop** during any dead balls.
16. The Tournament Director will have the final say regarding any disputes. This tournament is for the kids—let's always keep that in mind.
17. We will present awards to all team members for 1st & 2nd place in each age division's championship. MVP awards for each age group presented.