******

******

***2018 Tournament Rules***

1. Game Clock: Two 21-minute halves; running clock. Clock will stop the last two minutes of the game, unless the lead is 20+ points. Will go back to stop clock if lead is 10 or less.
2. Timeouts: 2 time-outs (One Full and one 30 second) per half with no carry over.
3. Overtime: There will be a 2-minute 1st OT period (Stop Clock), followed by a second 1-minute OT if needed (Stop Clock). If tied after the 2nd OT, the game will be decided in a sudden Death OT. Jump Ball to begin each OT period. Game ends on any made basket, including a free throw.
4. OT Timeouts: One 30-second timeout during 1st and 2nd overtime(s). (3rd OT is sudden death with no time outs)
5. Second/bottom team listed is home team. Will wear lighter Uniform and provide game ball.
6. Fouls: Players will be disqualified after 5 fouls or two technicals. First technical counts as a personal foul.
7. Free Throws: Bonus (1 and 1) after 7th team foul; Double Bonus (2 shots) after 10th team foul.
8. Shooter can’t enter the key on free throws until ball hits the rim. Everyone else can enter on the release.
9. Technical fouls on coaching staff (fans) result in two shots, and the ball for the opposing team. Two Technical fouls results in a coach’s ejection from the tournament.
10. Teams may play with 4 players when necessary (late player, or foul trouble)
11. 10 second back court violation, no shot clock.
12. Standings tiebreakers: Determined by (1) Head-to-Head, (2) Point Differential (Max of 15 per game), (3) points given up
13. Full Court Press: Must be stopped after 25-point lead by any team. May press again, if lead is back to fewer than 10 points. Violations of full court press rules incur one warning, and subsequently a technical foul.
14. Teams arriving more than 10 minutes late shall forfeit the game, but will be allowed to play the game with any remaining time, up until the next schedule game time.