



Officials,

Please read this information so that you have everything you need for this weekend:

GAME TIMES

- Every game is 14 Minute Stopped Clock Halves
- Overtimes are 2 minutes in length, stopped clock.
- Halftime is 2 minutes long
- Between games is 3 minutes in length
- Please keep the games moving at a RESPECTFUL pace.
- Please do not make rules up that compromise the experience of the players.
- Games run on the hour

GAME RULES

- 3 Timeouts per team, per game. Can be used at any point during the game.
- If a lead exceeds 20 points in the 2nd half, this is the only time that we will switch to a running clock
- 6 Player fouls for DQ
- 10 Team fouls for "1 and 1"
- 13 fouls for Double Bonus

RECORDING SCORES

- After each game, an FCP Staff Member will come by to pick up your scoresheets.
- If you see that a score has not been picked up, please bring it to the front desk when you get the chance.

HANDLING UNRULY PLAYERS, FANS AND COACHES

- FCP asks that you do not engage in negative activity with Players, Fans or Coaches.
- If you have an unruly individual, stop the game and find an FCP Representative to address this individual.

CANCELLING / FORFEITING GAMES

- At times, teams will be late or be missing players. Our rules read that "GAME TIME IS FORFEIT TIME". With that said, that is at the discretion of the Tournament Director. Our goal is to always make sure that the teams get the appropriate amount of games.
- At times, we will find a "replacement team" to fill in. Please understand that this is standard practice and you will be kindly asked to officiate the game.