

GAME RULES

- Games must start at the time scheduled. NEVER earlier!
- Games will be 14 minute halves, stopped time.
- NO RUNNING CLOCK at any point of the game.
- Teams have a minimum of 4 minutes to warm up before a game.
- Top team listed on the schedule/website is away (dark colored jersey), bottom team is home (light colored jersey). One technical foul will be issued to start the game for the team in violation.
- Players foul out on their 5th foul.
- 1 & 1 at the 7th foul of the half. Double Bonus at the 10th foul. Team fouls reset for the second half. For overtime, the team foul count carries over.
- Each team has 3 timeouts per game. Timeouts are 45 seconds. Unused timeouts carry over to overtime.
- 30 Second shot clock for 8th ALL 8th grade games.
- (There is no closely guarded 5 second count when the shot clock is in use). In the event a shot clock is down/not working, then the closely guarded 5 count rule is in effect.
- **Overtime is first to 4 (shot clock is active, but score clock is inactive).**
 - 1 additional timeout provided.
- **During overtime, if a team commits a shooting foul or a foul while in the bonus, the other team will only get one free throw and retain possession of the ball rather than two free throws.**
- **With under a minute on the clock in the second half, you can advance the ball to half court if the offensive team has possession AND calls timeout.**

- There is a mercy rule! If a team is down 20 or more points, the game will be called with 2 minutes left in the second half. There is no running clock at any point! This rule DOES NOT apply to the 8th grade RED division.
- No fighting will be tolerated. Any player who is ejected for fighting is immediately ejected for the remainder of the game and is subject to Tournament Director approval for any remaining games.
- Coaches will be ejected on their 2nd technical and must leave the building.
- Only 3 coaches on the bench per team (must have the appropriate wristband). Only the designated head coach may stand up during the game.
- After a coach is assessed a technical foul, there are no seatbelting coaches. Coaches are allowed to stand post technical foul.
- Coaches and Programs are responsible for the behavior and actions of their parents and spectators. The Tournament Director reserves the right to issue a bench technical foul for unruly, disrespectful, or unsportsmanlike behavior.
- Any parent who steps on the court is subject to a technical foul and possible ejection.
- Coaches dress code is strictly enforced as follows: slacks/khakis, polo, dress shoes, or clean sports shoes. NO sweats, flip flops, bluetooths, baseball caps, hats or any other unprofessional dress is allowed to be worn on the bench (non-compliance with this rule will result in a technical foul given to the bench).
- The tournament will abide by the new NCAA Adjoining State Rules that allows unlimited players from adjoining states. **PLAYERS ARE INELIGIBLE IF THEY ARE NOT FROM THE STATE OF THE ORGANIZATION OR AN ADJOINING STATE.**
- Referees: If a player is wearing a **YELLOW MADE Hoops** wristband, he can wear it while he plays. This is for our content team as that specific player purchased a photo and/or video package. Thank you.

