

Tournament Rules

14 Minute Stopped Clock

Mercy Rule: Clock runs with a point differential of 20+ points IN THE SECOND HALF OF THE GAME. If point differential goes under 15, the clock will stop.

Each team will receive 3 timeouts which they can use at any point in the game.

Game time is forfeit time. If a team is "late", the clock will begin on time and the team that is present will receive two points for every minute on the game clock that passes. Forfeits do count as an official game (+15 Points)

Half time is 2 minutes in length

Teams will be allowed at least 3 minutes between games to warm-up

Overtime is 2 minutes in length. Clock stops on all whistles.

PRESSING is allowed at all age groups. No pressing if a team is up by 20 points or more in any age group.

10 fouls is 1 and 1 . 13 fouls is double bonus.

6 Player Fouls for Disqualification.

All other NJ State High School regulations apply.

*If a team plays 4 games due to an odd number of teams, only the teams first 3 games will count toward the playoff standings.

EACH TEAM MUST PROVIDE AN OFFICIAL SCOREKEEPER

PROTEST RULE:

If you would like to protest a game, the protest must be submitted prior to the start of the protested game with a fee of \$50.

If the protest is upheld and ruling is in favor of the team submitting the protest, they will be refunded the fee.

If they protest is not in the favor of the protesting team, the fee will not be refunded.

Tie Breakers and Determining Division Champions

Tie Breakers

1. Best Record (Undefeated Record Required to Receive Awards)
2. Head to Head
3. Point Differential
4. Points Allowed
5. Points For

*If 3 or more teams have the same record, the first tie breaker becomes POINTS DIFFERENTIAL

*If a team plays more than 3 games to balance Pool Play, their first 3 games will count toward their record