



## ***Tournament Rules & Admission Fees***

### **FORMAT:**

1. For **5<sup>th</sup> Grade and below**—Two **16-minute** running clock halves for all games with stop clock for the last two minutes of each game (unless either team leads by 15 points or more).
2. For **6<sup>th</sup> Grade thru 8<sup>th</sup> Grade**—Two 12-minute stop clock halves. If a team falls behind by 15 points any time during the game, the clock will become a running clock, excluding time-outs, for the remainder of the game until the margin gets back to 10 points, and then the clock becomes a stop clock.
3. For **9<sup>th</sup> Grade and Above**—Two 14-minute stop clock halves. If a team falls behind by 15 points any time during the game, the clock will become a running clock, excluding time-outs, for the remainder of the game until the margin gets back to 10 points, and then the clock becomes a stop clock.
4. Pool and/or bracket format for all divisions. For pool play formats, best record, point spread (+ / - 15), and/or head-to-head rules will determine place. Brackets are single elimination. Game time is forfeit time; teams must be ready to start 10 minutes prior to posted start time. Awards will be given to each Division Champion.

**RULES:** National Federation of High School Rules with the following exception:

1. Double bonus shot on 10th team foul. No Bonus shots on 7th team foul.

**OVERTIME:** If required, three (3) minute overtime period will be played, with running clock the first two minutes and stop clock the last minute. Double overtime is decided by sudden death.

**HOME/VISITOR:** First Team listed is the “Home Team”, wears light-colored uniform and provides the game ball and bookkeeper. The “Visitor Team” wears the dark-colored uniform and provides the clock operator.

**15-POINT RULE:** The game clock will run at all times during live ball play when either team trails by 15 points or more until the margin gets back to 10 points; a time-out may stop the clock.

**TIME-OUTS:** Two 1-minute time-outs per half. Timeouts **DON'T CARRY OVER**. One 1-minute time-out for initial overtime period only.

**PROTESTS:** Coaches must file protests against suspected ineligible players prior to start of game. Event staff only will handle protests. All coaches are expected to possess proof of eligibility for their players.

**ENTRY FEES:** Daily Pass - \$15.00 for adults/high school students and \$10.00 for 1<sup>st</sup> Grade to Middle School students. Coaches - two coaches and one bookkeeper/clock operator per team will be admitted free with Coach's ID/stamp.