



Game Rules

1. The first team listed on the bracket is the home team, they will wear light colored uniforms. They have the option to provide a game ball or allow the visiting team to supply a ball. The home team will also provide a scorekeeper to keep the official score sheet. The visiting team can also have a scorekeeper, but if there is confusion at the score table the official scoresheet will be official.
2. If a team is not present by 10 minutes* after the scheduled start time, then the team present will win by forfeit.
*Site supervisors can extend the time if they are in communication with the team and know they are on their way.
3. We are playing two 16-minute stop-clock halves. The 1st overtime is 3 minutes in length, the 2nd overtime is 2 minutes in length and the 3rd overtime (and subsequent overtimes) is 1 minute in length.
4. The clock will continue to stop at all dead balls regardless of the score. These games are played for evaluation purposes and will be played in their entirety.
5. Players are disqualified from the game upon receiving their 5th foul, technical fouls will count as a personal foul as well. If a coach receives two technicals, it is at the discretion of the Tournament Director whether the coach is ejected or can remain on the bench.
6. Teams will shoot one-and-one on the 7th team foul, they will shoot two shots on the 10th team foul.
7. Each team gets 3 full time-outs and 1 30-second timeout per game. Each team gets one timeout per overtime (no previous timeouts carry over to overtime).