

Tournament Rules

Please read and understand the following rules. Each coach is responsible for his/her players and others with the team, to know the rules and follow them.

Team:

1. Each team is guaranteed a minimum of three games.
2. **Game time is Forfeit Time**. No Exceptions. Teams are expected on the floor at the designated time. Teams must have five players and a coach to begin a game.
3. Teams must have matching jerseys with a number displayed on the front and back.
4. **All players must have their last name and number listed (printed) on the score sheet prior to the start of the game.** No names may be added after the game has started. Team scorebooks may be used in addition to the tournament score sheets.
5. Coaches are accountable for all ages and grades of the players listed on the score sheet. This is not an AAU Sanctioned tournament, so no birth certificates will be required. We are on the coach and parents honor system. Remember this is a non-profit youth basketball tournament.
6. Teams are responsible for any damages to the facilities and equipment that are caused by them. Any damages to the facilities and/or equipment, or misconduct deemed inappropriate by the Event Director will result in ejection from the event. There will be absolutely no refunds or awards given to any team ejected.
7. **Coaches and teams are expected to check in at least 45 minutes before their first scheduled game**. Coaches are advised to check the master schedule and compare to the schedule you have before your first game. Schedules will be posted at all gym sites.
8. Each team MUST provide one volunteer for either the score clock or score book. Some courts will have score keepers provided by the tournament.

Games:

1. AAU / NATIONAL HIGH SCHOOL RULES (Modified) – **All games will be Two (2) Sixteen (16) minute stop time halves for 13U-17U and Two (2) Fourteen (14) minute stop halves for 10U-12U divisions.** Teams will be given one (1) thirty (30) second time-out and two (2) full time-outs for the game. Time-outs cannot be carried over into overtime. One and one on Ten (10) team fouls & double bonus on Thirteen (13) team fouls. Five (5) personal fouls to foul out.
2. **Mercy Rule:** During any point in the game if a team is down by 25 points the clock becomes a running clock and does not stop on dead balls. If the lead falls under 25 pts, then the clock becomes a stop-clock again. Any team leading by 25 points will not be allowed to press. This includes half court traps as well as full court presses. Teams will be warned once and if they are continuing to press they will be given a technical foul.
3. **Overtime:** A two (2) minute running clock with the clock stopping for only the last thirty (30) seconds will make up the first overtime period. If a second overtime is needed, it will be one (1) minute overtime with the clock only stopping for the last 30 seconds. Teams will be given one (1) timeout in overtime. Timeouts do not carry over from regulation into overtime.

General:

1. By accepting admission into this event, each and every participant accepts responsibility for all injuries and indemnifies the host, event workers, host facilities and all others who have put this event on for your pleasure.
2. The event Director reserves the right of final decision pertaining to any action committed by a player, coach or fan. The Director also reserves the right to change/modify any of the rules above. This will be done in the best interest of the players not the coach or fans.
3. **POOR SPORTSMANSHIP WILL NOT BE TOLERATED!** This is a youth tournament and we expect **COACHES, PLAYERS, PARENTS, and FANS** to be on their best behavior. Violators will be asked to leave the facilities.
4. Awards and prizes are posted on the Team Pool sheet and website.