

## National Championship Tournament Competition Rules

Texas UIL rules will be followed with the following exceptions highlighted below:

### **Game Information**

- The designated home team should wear light-colored jerseys. The home team is listed first on the bracket. The visitor team is listed second and should wear dark-colored jerseys.
- Regulation clock will be used except as noted below:
  - 4<sup>th</sup> & 5<sup>th</sup> Grade Divisions will play 12-minute halves.
  - 6<sup>th</sup> & 7<sup>th</sup> Grade Divisions will play 14-minute halves.
  - All other divisions will play 16-minute halves
- **Running Clock** – For all divisions, when a team leads by 25 points or more during the 2<sup>nd</sup> half of a game, a running clock will be used. The clock will then be stopped only for time-outs, injuries, or the officials' discretion. If the lead is reduced below 25 points, the regulation clock is resumed.
- **Half time** - 3 minutes for all divisions, as time permits.
- **Overtime** - First overtime period will be 3 minutes, second overtime period will be 2 minutes, third overtime will be first team to score (**in pool play only**). Bracket games will continue with 2-minute overtime periods.
- **Timeouts** - Each team will be allowed 3 thirty-second timeouts per game. One additional timeout will be allowed for each overtime period. Players are permitted to sit on the bench during a time out.
- **Free Throws** - Teams will not shoot 1&1 free throws on the 7<sup>th</sup>, 8<sup>th</sup>, and 9<sup>th</sup> team fouls. Teams will shoot the double bonus beginning with the 10<sup>th</sup> team foul and all in the act of shooting fouls.
- **Game Ball/ Scorekeeper/ Clock Operator** - The home team shall provide the game ball and a qualified scorekeeper. The visiting team shall provide a qualified clock operator. These responsibilities can be changed with the mutual agreement of both teams or at the discretion of the Tournament director. A scorekeeper or clock operator can be removed and replaced at any time by the game officials or Tournament Director, whenever it is deemed appropriate to do so. Volunteer scorekeeper/clock operator must refrain from showing partiality, coaching players on the floor, or commenting on calls made by officials.
- **Ball Size** - Boys' Divisions 4<sup>th</sup> through 6<sup>th</sup> Grade and all Girls' Divisions will use a 28.5 basketball. All Boy's Divisions 7<sup>th</sup> Grade and older will use a 29.5 basketball.

## Behavior

- **Coach / Player Ejection** – If a coach/player is ejected by the officials, he/she must immediately leave the playing area. If the coach/player complies with the officials & tournament staff promptly, he/she will be allowed to coach/play the next game. If a coach is uncooperative, he/she may not be allowed to coach/play for the duration of the tournament. Multiple game ejections may result in additional suspension or correction action by the Tournament Director.
- **Behavior Expectations** - Inappropriate behavior will not be tolerated. Each coach is responsible for the conduct of the team's players, coaches, fans on and off the court and must promote the best sportsmanship, win or lose. The Tournament Director or any game official may remove a player, coach, or fan from a game, tournament, or venue for inappropriate behavior. Tournament staff may take any such other corrective action it deems appropriate to assure proper sportsmanship, the safety and well-being of all participants, and the integrity and standards of the events. All teams, coaches, players, and attendees are subject to such rulings and corrective actions.
- **Zero Tolerance Policy** – If any of the following actions take place:
  - Deliberate heckling of officials, parents, players, or coaches
  - Fighting by any person in attendance
  - Any threatening act than may endanger any person in attendance

Tournament staff reserves the right to take any or all of the following actions:

- Removal from tournament
- Possible forfeiture of the game
- Expulsion from any future Alodia or Premier events
- Law Enforcement Involvement

## **Tiebreaker for Pool Play**

- Two Team Tie - winner of game between two teams tied awarded higher place, with losing team awarded next place.
- Three or more teams tied
  - A - Head to head record for tied teams, with placing/seeding based upon the head to head record.
  - B - If head to head records are the same for 3 or more teams, the Point Differential Rule is used (each team given a point differential for each game played, with a maximum +15 or -15 differential for any one game). In the event of a forfeit shall be given -15 points and the team receiving the forfeit will be given +15 points. In the event of a double forfeit, each team is given a loss with a point differential of 0.
  - C - Point Differential used for all pool or round robin games. Places awarded based upon highest Point Differential.
  - D - If two teams have the same point differential, winner of the head to head game between the teams is awarded the higher place.
  - E - If three or more teams remain tied, higher place awarded based upon the lowest defensive points allowed. Any remaining ties awarded based upon head to head competition.

## **Application of Rules**

- The Tournament Director may modify the Tournament Rules when the Tournament Director deems it in the best interests of the tournament to do so and all teams, coaches, players, and attendees will be bound by any such charge.