RUNNING CLOCK RULES

Playing Times: 20 Minute Running Clock Halves

 5 minute half time and warm-up, 3 minute overtime. (3rd overtime sudden death)

Wait Time: 10 minute wait period. After 10 minutes automatic forfeit. Teams must have a minimum of 5 players for the game to start.

Division- Divisions will be based on grade. Pool and Bracket play will be based on Divisions. Provided the number of teams, competition level, and time availability the following format may be used; The top teams in the division will compete for a Gold Bracket Championship. The teams who finish lower in pool play will compete for a Silver Bracket Championship.

Player Eligibility: Players are not allowed to play down. Strictly Enforced.

Game Guarantees: Your team will be guaranteed to be scheduled for a minimum of games posted. (If a team forfeits a game, the scheduled game will count as a win (+15 points) for the opposing team).

Coaches Passes: 2 per team (applies to coaches and assistant coaches). Coaches must sign in to receive free entry.

Time Outs: Each team will have 4 timeouts per game (2 per half), 1 timeout per overtime.

Fouls: Players will foul out after 5 fouls.

Players/Fans on the Court- Only players and coaches on the teams rosters will be allowed on the basketball court during the teams game time. Fans are not allowed to play on the court during any part of this tournament. This includes but is not limited to; bouncing a basketball, shooting a basketball, dribbling a basketball, walking on the basketball court. Fans and other teams are not allowed on the court during any time of a times basketball game. This includes but is not limited to; during warm ups, during time outs, during halftime, etc.

Basketball Size: 2nd Grade through 6th Grade 28.5 circumference basketball. 7th Grade and Up 29.5”. Girls teams 28.5 circumference basketball. Home team is responsible for the game ball.

Uniform Colors: Home wears white/light colored jerseys and Visitor wears dark jerseys. All players must be in uniform. A t-shirt is not considered a uniform.

\*Note: Players may only play in divisions they qualify for and older. No player should attempt to play in a division below what they qualify for through the guidelines above. If a player is found playing in a division below what they are eligible for the result will be a forfeit of all games he or she participated in.

CONDUCT
Ejections
1. Any coach or player ejected for fighting will be removed for the remainder of the tournament.
2. If any player recorded on the official score sheet is ejected for anything other than fighting they will be prohibited from playing in the next scheduled game.
3. Any player or coach will be ejected after 2nd technical fouls per game. Player or coach will also have to sit out the next scheduled game.

Sportsmanship: It is the obligation of coaches, players, administrators, volunteers, and other representatives to practice the highest principles of sportsmanship and to observe the ethics of competition. Good sportsmanship is defined as qualities of behavior, which are characterized by courtesy and genuine concern for others. The display of good sportsmanship is a statement of the individual's understanding and commitment to fair play, ethical behavior and integrity.

The tournament site director has final ruling on all games.