



Tournament Event Rules

GAME TIMES (HALVES):

- Grades: 2nd, 3rd, 4th, 5th, 6th (2) 12-Minute Halves
- Grades: 7th, 8th, 9th, 10th, Varsity (2) 14-Minute Halves

BALL SPECS:

- 28.5 Women's
- 29.5 Men's

GAME MANAGEMENT: 3-Minutes Warm-up; 3-Minutes Half Time

OVERTIME: 3-Minutes (All Grades)

FOULS:

- (1 and 1) shots on 7th foul of each half (fouls reset after each half)
- (2) shots on 10th foul of each half (fouls reset after each half)

TIME-OUTS: (2) Full per game; (2) :30 second per game; (1) Full per Overtime (Plus carryover)

- **Running Clock:** At the time a winning team gains a lead of twenty-five (25) or more points during the second half of a game, the clock will not be stopped (except for a time out, technical foul, injury, emergency, etc.) until the trailing team brings the point difference to fifteen (15) points or less.
- **No-Press Rule:** At the time a winning team gains a lead of twenty-five (25) or more points during the second half of a game, they must play defense behind the half-court line. A first offense will result in a warning. A second or subsequent offense will result in a 2-shot Administrative technical foul.
- **Mercy Rule:** The game will end if a team is ahead by 20 points or more at or after the 2-Minute mark. Game will be stopped, and the score will be posted as the official final score.
- **Protests:** No protests will be allowed during tournaments.
- **Scorbot.com:** Official game scheduler/tiebreaker rules for all tournament events.
- **All tournament rules are subject to the discretion of event management. Discretion includes suspend and/or eliminate a player, coach, spectator, or team from tournament who has violated any rules, guidelines, or code of conduct.**