

WEST SIDE TIP-OFF TOURNAMENT RULES

SUBURBAN / HIGH SCHOOL RULES APPLY WITH THE FOLLOWING EXCEPTIONS:

- THREE TIMEOUTS PER GAME
- 2 MINUTE OVERTIME PERIOD (+1 ADDITIONAL TIMEOUT PER TEAM)
- 4 MINUTE HALFTIME
- RUNNING TIME IN THE SECOND HALF IF 20+ POINT LEAD
- PRESSING ALLOWED AT ALL LEVELS, WITH THIS FALLBACK RULE – MUST START IN THE 3 POINT ARC UNTIL TEAM CROSSES HALF COURT AT 15+ POINTS FOR 5/6 (BOYS & GIRLS) AND AT 20+ POINTS FOR 7/8 (BOYS & GIRLS)
- NO SHOT CLOCK ON SATURDAY AT THE HIGH SCHOOL (35-SECOND SHOT AT ALL OTHER GYMS AND ON SUNDAY AT THE HIGH SCHOOL)

PLEASE NOTE RECENT SUBURBAN RULE CHANGES:

- FOUR 8 MINUTE QUARTERS
- 1 MINUTE BREAK BETWEEN 1ST & 2ND AND 3RD & 4TH QUARTERS
- 2 FOUL SHOTS ON THE 5TH FOUL IN THE QUARTER; RESETS AT THE START OF EACH QUARTER (EXCEPT IN OVERTIME – FOULS CARRY OVER FROM 4TH QUARTER); NO MORE 1-AND-1

OTHER NOTES:

- ZONE DEFENSES ARE ALLOWED
- ANY PLAYER OR COACH WHO RECEIVES TWO TECHNICALS IN A GAME IS EJECTED FROM THE GAME, MUST LEAVE THE GYM, AND IS SUSPENDED FOR THE REST OF THE TOURNAMENT
- TEAM LISTED ON TOP OF THE BRACKET IS THE HOME TEAM, SHOULD WEAR WHITE / LIGHT JERSEY, AND SHOULD PROVIDE A PERSON TO DO THE BOOK
- ARRIVE 20 MINUTES PRIOR TO GAME TIME AS WE WILL START EARLY IF POSSIBLE. FOR THE FIRST GAME OF THE DAY, PLEASE ARRIVE NO EARLIER THAN 15 MINUTES EARLY (5:30PM WEEKDAY / 8:15AM WEEKEND)