

Tournament Rules

Game Length	2- 16 minute Halves stopped clock
Game Time	No games start before time
Warm-up	Five (5) minutes per game
Halftime	Three (3) minutes
Running Clock	If the scoring margin exceeds twenty-five (25) points the clock will revert to running time starting the 2nd half. Clock will return to a stopped clock with the deficit goes below twenty (20) points.
Timeouts	3 - 45 second timeouts. (1) 45 timeout per overtime. <i>Team can call a timeout under a 1min in the 2nd half to advance the ball</i>
Overtime	Two (2) minute stop clock until the third overtime, then sudden death
Bonus Foul Shot	One-and-One Awarded on the 10th foul of each half
Foul Limit	Six (6) per player
2-Way Tie Breaker	Head to Head
3-Way Tie Breaker	Only includes teams involved in the tie breaker; 1) Point margin decides winner of tie breaker, 2) head-to-head decides remaining positions
Start Time	Game time is start time. If a team is late, the game clock starts and a point will be awarded to the opponent for each minute the team is late, until fifteen (15) have run off the clock. At that time, the absent team forfeits the game.
Home/Visitor Uniforms	In pool play, the first team listed is the home team and should wear white or light uniforms. The second team listed is the visiting team and should wear dark uniforms. In the bracket play, teams that are listed at the top of the bracket will be designated as the home team and should wear white or light uniforms. Teams listed on the bottom of the bracket will be designated as the visitor teams and should wear dark uniforms.
Game Balls	Home team has to provide the game ball.
Rules of Play	Will play the NCAA Basketball Rules without a 30-second shot clock. There is a 10-second backcourt. 5-second calls apply with dribbling closely guarded and on held ball.
Free-throws	6 people are allowed on the free-throw line. No players are allowed below the box. Everyone plays the release except the shooter.
Technical fouls:	When a technical foul is called play resumes where it left off. After the technical is shot, the ball is returned to the team that had possession at the time of foul. If the coach gets 1 technical, they will be allowed to still stand. After the 2nd technical, the coach will have to leave the bench. Leaving the facility or leaving the game will be at the discretion of the tournament organizers only
Protests	No protests will be allowed for this tournament.
Awards	1st place poster banners will be awarded in the Championship Rounds.
SPORTSMANSHIP AND PROFESSIONALISM	
<ul style="list-style-type: none"> •Do not use profanity. Do not embarrass your players. Do not get thrown out of games. •Do not complain about the officiating to site directors or staff members. Keep in mind that no one at your site assigned the officials and the officiating is completely beyond their control. Complaining will not achieve any positive result, and conversely it tends to make your program appear weak. •Do not complain about your schedule (i.e. who, when, or where you play) to site directors or staff members. They had no part in the scheduling of the event. •Do not leave the tournament early because of poor planning or poor performance. This is the ultimate act of disrespect to your opponents and displays to your players either disorganization, a losing attitude, or both. Leaving the event early may result in your team not being allowed to participate in the event next year. 	