

RULES AND ADMINISTRATION

1. Admission Prices: All Day Pass \$10.00 Weekend Pass \$18
2. Games will be played 18 minute running clock halves grades (10th-12th), (16 Minutes for grades 7th-9th (15 minutes grades 3-6th). 2 Minute OT stopped clock. 2nd OT is sudden death. Timeouts are 2 per half use them or lose them, no carryover. 1 timeout per OT session, no carryover. Time between halves will be 3 Minutes.
3. Standard local rules apply except for: 1 and 1 on the 10th foul, 2 shots on 13th foul. 5 Personal fouls for disqualification. COACHES MUST STAY WITHIN BENCH AREA TO AVOID TECHNICAL FOULS.
4. CHAMPIONSHIP FORMAT: The top two teams with the best record will play in championship game. There will be 12 trophies/medals for the champion. *Teams will not be penalized for playing the extra game to balance out the tournament.
5. TIEBREAKING SYSTEM:
 - a) **Head to Head Play**: The team that wins the head to head competition between the two tied teams will move on.
 - b) **Point System**: A point differential system will be used if two or more teams are tied. Teams will receive a maximum of +15 points for a win and a maximum of -15 points for a loss. The team with the most positive points will be first followed by the next most positive point total. If two teams are still tied, they would revert to the first tie breaker system.
 - c) **Defensive Point System**: A total defensive point system will be used if three teams are still tied. The teams with the least amount of aggregate points given up would move on.
 - d) **Coin Flip** If all else fails, a coin will be flipped.
6. Each team is responsible for providing a book keeper and/or time keeper.
7. The first team listed is the home team and must keep the official scorebook.
8. Any player or coach who is ejected from a tournament game will be dismissed for the first half of the following game.
9. FREE THROWS: Players are allowed to enter the lane on release of the shot. Free throws are 1 (one) made shot equals 2 points. Regulation free throws last 2 minutes of each half.
10. PRESSING: Any team that achieves a 20 point lead can no longer press full court.
11. MERCY RULE: The clock will continue to run if any team reaches a 25 point advantage.
12. If a player does not play in at least one pool or bracket play game, they are not eligible to play in the semi finals, or final game.