

Rules

Masks are not required inside the building. We do recommend that they be worn to insure the safety of staff, players, bystanders.

All games will be played as followed:

- Grades 9th & up will play two 16 minute halves with a running clock, with clock stopping for timeouts, free throws. Running clock RULE ends the last **5** minutes of the second half.

- Grades 8th & below will play two 14 minute halves with a running clock also with same RULES

1. Halftime shall be 2 minutes. **Games will start 15 minutes early before their scheduled time, if the game finishes early, coaches arrive 45 minutes before the start of your game.**

2. A total of **three 30 second timeouts & 1 full timeouts** will be allowed per game. One additional timeout will be awarded for each overtime period. Timeouts from the game will not carry over to overtime.

3. Two direct technical fouls during a game on any player, coach, or team representative will result in their disqualification for the remainder of that game of the tournament. Tournament directors may dismiss any player and/or team at any moment for disorderly conduct and/or violating any tournament rules.

4. Each team is allowed two coaches for free. Additional coaches will have to pay admission.

5. Home team is responsible for providing a designated representative to assist in keeping the scorebook. Visiting team will be responsible for providing a clock operator unless provided by the Site director.

Note: If a team player/s leaves the bench to come onto the court, tournament directors reserves the right to dismiss that player/s and/or team for the remainder of the particular tournament.