



TOURNAMENT RULES 2012

Game Rules:

- 1) All games will be played as two 12 minute halves.
- 2) Pre-game warm up is at least 4 minutes. Half-time shall be no longer than 4 minutes.
- 3) No games will start before their scheduled time unless agreed to by both coaches and officials.
- 4) A total of two (2) full timeouts per half will be allowed to each team. One (1) additional time out per team will be awarded in each overtime period. Timeouts do not carry over to any overtime periods.
- 5) Overtime period is 2 minutes in length. If score is tied after 1st overtime- sudden death will apply.
- 6) The clock will continue to run (except for timeouts) for a lead of 20 points or more in the 2nd half.
- 7) The home team will be responsible for the official book. The visiting team is responsible for the official clock. They must remain impartial. Failure to comply will result in a technical foul / or removal from the scorers' table.
- 8) First team listed of each game will be the home team and wear light colored jerseys.
- 9) Coaches are responsible to keep themselves, their players and their fans under control at all times. The head coach must warn his fans about unacceptable behavior. Following a warning, a technical foul can be called on the fans and it will be assigned to the head coach.
- 10) After a technical foul has been called on or assigned to any coach, all coaches on that bench must remain seated for the balance of the game other than halftime or a called timeout.
- 11) All referees' will be IHSAA licensed and their decisions are final. There is no appeals process.
- 12) Boys 5th-6th grade teams use a ball size of 28.5" and 7th-8th grade teams use a high school ball size.



Roster Rules:

- 1) A team's roster **MUST** consist of players that currently attend the same school or currently attend schools that feed directly into the same high school; no exceptions!
- 2) Players must participate at either their present grade level in school or at a higher level. Identification and proof of grade may be required.



Pool Play for tournament seeding:

Each team will play 3 pool games on Saturday and all teams advance to a single elimination tournament on Sunday. The tournament will be seeded based on pool play results from Saturday with the first qualifier being won-lost record. If needed, tie-breakers for identical won-lost records will be applied in the following order until tie is broken:

- 1) Head to head competition (only applies to two teams with identical won-lost records)
- 2) Total point spread for all games played- maximum of 15 points.
- 3) Coin toss.

NOTE: In case there is a (3) way tie for first place-point spread will determine 1st seed.

Then the 2nd and 3rd teams go back to head to head to determine 2nd and 3rd seeding.



Awards:

The top 4 teams receive final four T-shirts for each grade level. 1st place team in each grade level will receive a team trophy.

