

2019 SUMMER FINALE RULES

ADMISSION: \$12 Daily Pass; Kids 5 & Under Free

GAME FORFEIT: 10 mins post game time is considered a forfeit

CLOCK: (2) 16 min halves for 14u & up; 14 min halves for all others; clock stops on all dead balls.

WARM UP TIME: 3 min warm up time between games

EXCESSIVE SCORING: BRACKET PLAY ONLY: When a team leads by 20 or more points anytime during the game, a running clock will be used, with the clock stopping only at team time-outs, injuries, and official discretion. If the lead falls to less than 15 points, the clock will revert to the regulation clock rule.

HALF TIME: Half time will be 2 minutes.

OVERTIME: Overtime periods will be 3 minutes. One (1) time-out will be allowed for each overtime period. No time-out carryovers from regulation period. 2 minutes for double OT. 1 minute for triple OT.

FOULS: 1&1 Free throws on the 10th foul. 5 player fouls.

TIME-OUTS: Each team will be allowed two (2) full and two (2) thirty-second timeouts per game.

PLAYER PROTEST: Players must abide by age and grade rule. Coach may file an official protest by submitting a \$100 fee. Protest must be filed no later than half time of ongoing game. The player in question must provide proof of age and grade. If the player fails to produce eligible documentation and/or player is determined to be ineligible, team is disqualified from game and no refunds will be issued. Team may continue in tournament without ineligible player.

PLAYER PARTICIPATION RULE: Players may play for multiple teams within his/her organization, but not within the same age/division group. If player participate in games with teams outside of the organization he is registered with the player will be disqualified for the entire tournament. Players must play in pool play with team in order to play in bracket play.

First team listed or top team in bracket play denotes the home team. Home team wears light colored uniform.

TOURNAMENT CONTACTS:

- The Gym: Anissa Veal 832-248-0410

Tournament Director-Brian Jolivette 281-414-8103