



Central Florida FCA Basketball – Tournament Rules

- 6th grade games will be 14 minute halves
- All other games will be 16 minute halves
- Each team will get 4 timeouts per game (Two – 60 second, Two – 30 second)
- Overtime will be 2 minutes, if a second OT is needed, that will be sudden death first to score a point
- Each team will gain an additional timeout each overtime
- 7 team fouls will be the bonus (1 and 1), 10 team fouls will be the double bonus (2 shots)
- Game balls will be provided and will be 29.5. However, if 6th grade teams wish to play with a 28.5, then both teams must agree to it, and one of those teams must provide a suitable game ball
- Each team must provide their own warm up balls
- Running clock if a team goes up 20 at any point. In order to stop a running clock, the team must get the lead back to under 10 or single digits
- If a team is up 30 with 3 minutes left, or 20 with 2 minutes left, we will call the game
- Tiebreakers in the standings will come down to head to head, point differential, then points allowed