

DaBallerzLife PowerRank Circuit – Tournament Rules

Game Format

- Grades 3rd–8th: 14-minute stop-clock halves
- Overtime: 2-minute stop-clock periods
- Timeouts: 3 per game (1 Full timeout and 2 Thirty-second timeouts)

Running Clock Rule

- If a team leads by 20+ points, the game will switch to a running clock.
- Stop-clock resumes only if the lead is reduced to under 15 points.

Player Eligibility & Equipment

- All players must be listed on the official roster and play in full uniform.
- Strict NO-JEWELRY policy: Players must remove all jewelry before entering the game. No exceptions.

Zero Tolerance Policy

- Unsportsmanlike conduct will not be tolerated from players, coaches, or spectators.
- Spectators may NOT dispute or argue calls, yell at referees, or use derogatory/inappropriate language.
- Violation may result in removal from the facility with no refund.

Protest Policy

- All formal protests require a \$100 non-refundable protest fee at the time of protest submission.
- The protest must be made prior to the conclusion of the game in question.

Team Check-In

- All teams must check in at least 30 minutes prior to their first game.
- Teams must be on their assigned court 30 minutes before every game, as games can start ahead of schedule.