

PINNACLE HOOPS DEVELOPMENT TOURNAMENT RULES

We provide scorekeepers BUT if not, each team MUST provide 1 for the day, they MUST check in before first game to get free event entry

BEFORE YOUR GAME:	Teams MUST arrive 30 minutes prior to ALL games! Never earlier than 30 minutes to a site's first game of the day! Warm up clock starts at end of previous game, next game starts right after. If a team doesn't have enough players when warmups end, clock is set to go off at the scheduled game time, the team with enough players gets 2 points every minute the clock runs up until time expires. When time expires if the team still does not have 5, the game is a forfeit. NO grace period past the scheduled start time, a team without at least 5 at scheduled start time forfeits. Games WILL start up to 15 minutes early! None start more than 15 minutes early without both coaches consent. No time is given to get sneakers or uniforms on or to stretch at the bench, this is done before warm-ups
DURING YOUR GAME:	Have subs at table or designated area, players will not be called in from the bench by yelling sub. 4th & 5th Graders are allowed to jump over, but not run in before the ball hits the rim or goes through on FTA Bring teams out after first horn/whistle of the TO. TO's will not be cut short, don't makes officials put ball down ONLY 2 non players permitted on the bench! They MUST have on the coach's wristband given at check-in!
AFTER YOUR GAME:	Shake hands, get gear AND garbage (there will be garbage cans at the end of every bench at all sites) and clear bench area for the next team. PLEASE don't have post game talks or let players change at the bench.

GAME PLAY: Standard NFHS rules with the following exceptions:

BASKETBALL: Girls and Boys 4th-6th Grade use WOMEN'S (28.5") ball. All other boys levels use a MEN'S size (29.5") ball.

TIMING: Warmups 3 min/Half 2 min - Halves 16-min stop time (runs on jump balls except last minute each half). 1st OT is first to score 4 or most after 2-minutes. 2nd OT sudden death (1 & 1 entire time) 1 Full TO each half, don't carry. 1 Full TO anytime in regulation. No TO's in OT

FOULS: Players foul out on 5 - NO Bonus on fouls - Bonus (1 and 1) is last minute of game if lead is under 10

MERCY RULES: ONLY in 2nd half. Grades 8th & below is 15 pts, Grades 9th & up is 20 pts. Any time the margin reaches that point, clock runs until it goes 10 points below it. Last minute of run time game. NO FT's just point & ball on shooting fouls. all points on and 1's

SPORTSMANSHIP: ALL Technical, Intentional and Flagrant Fouls will result in 2 points and the ball, the shots will NOT be taken!
Poor sportsmanship is NOT tolerated. We WILL remove any player, coach or fan we feel is acting inappropriately.
A coach who gets a direct technical MUST sit remainder of game, except TO's & half. Every 2 techs player/coach gets TOTAL not per game, they're out of building next game. Any team getting 4 techs in a tourney is excused with no refund.

ELIGIBILITY: Players may play for two teams in one event ONLY if teams are in different divisions and all games in the day for one team must be done before playing for the other. If teams are from different programs, one MUST be playing in shootout format.

TIE BREAKERS

Head-to-Head for 2 way ties; 3-way ties or no head-to-head play between teams, following is used:

1) Highest differential teams involved in tie* 2) Lowest differential of all games played* 3)Least allowed per game 4)Most scored per game

* MAXIMUM of 15 points per game differential