



MAVS ACADEMY TOURNAMENT RULES

Effective January 1, 2026

1. GAME RULES

Unless otherwise noted, all tournament games will be conducted under the National Federation of High School (NFHS) Basketball Rules.

2. TIMING AND GAME LENGTH

The clock will stop according to NFHS rules, regardless of the point differential in the first half.

The clock will stop in the second half according to NFHS rules unless the 20-Point Rule is in effect.

20-Point Rule:

For all divisions, there will be a running clock in the second half if there is a 20-point lead or more. If the lead falls below 20 points, the 20-point rule no longer applies, and the clock will stop according to the normal rules.

When the running clock is used, it is stopped only for timeouts, injuries, or at the officials' discretion.

10U and below: 12-minute halves.

11U & 12U: 14-minute halves.

13U and above: 16-minute halves.

The pre-game warm-up will last at least 5 minutes.

Half-time will be 5 minutes, but could be reduced to 3 minutes if games run behind.

If the score is tied after regulation, a 2-minute stop-clock overtime will be used. Teams will be granted one timeout. Timeouts from regulation do not carry over.

In the 3rd overtime period, the first team to score wins.

Each team receives two 30-second timeouts per half and one timeout in each overtime period.

Timeouts do not carry over between halves or overtimes. Players are allowed to sit during timeouts.

3. FOULS & ON-COURT CONDUCT

A team will shoot two free throws once 8 team fouls have been accumulated in the half.

If a player is ejected from a tournament game for unsportsmanlike conduct, they are ineligible for their team's next game (this does not apply if a player fouls out on the 5th personal foul).

A maximum of 2 coaches are allowed on the team bench. An additional coach can keep the scorebook or run the clock but cannot coach or question the referee unless it pertains to their job at the score table (see Rule 4).

If either a coach or player accumulates 3 technical fouls during the tournament, they will not be allowed to participate or coach for the remainder of the tournament.

If the officials eject a coach from a game, he/she must immediately leave the playing area. If the coach complies promptly with the officials and tournament staff, he/she will be allowed to coach the next game. If a coach is uncooperative, he/she may not be allowed to coach for the duration of the tournament.

4. TEAM RESPONSIBILITIES

Each team shall provide one parent or coach to assist the officials by keeping the official clock or book if no tournament staff is designated. This person must refrain from showing partiality, coaching players on the floor, or commenting on officials' calls.

The designated home team should wear white or lighter-colored jerseys and be prepared to provide the official game ball if the tournament doesn't provide the ball. The home team is listed second on the schedule and the top team on the bracket.

Spectators are encouraged to cheer their teams but are not permitted to disparage opposing players or coaches, or to heckle the officials.

We expect all individuals to conduct themselves in accordance with the Mavs' core values: Character, Respect, Authenticity, Fairness, Teamwork, and Safety.

Any party exhibiting behavior inconsistent with Mavs values may be subject to immediate removal from the tournament without a refund. Such actions would include using profanity, threatening or violent behavior, failure to comply with staff or security instructions, or any other behavior deemed sufficiently inappropriate to merit removal from the tournament by either the site director or the tournament director.

5. TIEBREAK PROCEDURES

The tiebreaker for pool champion and/or bracket seeding will be decided by the following from all games played in the tournament until the tie is broken: Head-to-Head, Highest Point Differential, Least Points Allowed, and Most Points Scored.

If the standings are tied between 2 teams, the team that won the head-to-head matchup will win the tiebreaker.

If 3 or more teams are tied, the head-to-head record between the tied teams is used. If they are still tied, the aggregate point differential across all tournament games will determine the final standings for all teams. A maximum of +15 points and -15 points is calculated for each game. A win by forfeit counts as +15 points, and a loss by forfeit counts as -15 points. If two or more teams are still tied, the tiebreaker procedures for those teams restart with Head-to-Head.

6. AGE/GRADE REGULATIONS

Players' ages are based on their age as of August 31, 2026. For example, to play in 12U/6th Grade, an athlete can be no older than 12 on or before August 31, 2026. Grade Policy: An athlete who is in the 6th grade as of October 1, 2025 and who is no older than 13 on or before August 31, 2026, is eligible to compete in the 12U/6th Grade division.

Players are only eligible to play in their age division or higher. Players cannot play in a lower age division.

If asked by tournament officials, coaches must provide proof of player age. If there is a grade exception, coaches must also provide proof of age. Failure to produce documentation could result in a forfeit of games.

7. PRESSING

As a part of the 20-Point Rule discussed earlier, teams are not allowed to press beyond half-court with a 20-point or more lead in the 2nd half. The team that is losing by 20 or more points can still press. If the score falls below a 20-point lead, both teams can resume their full-court press.

8. COMBINING DIVISIONS

If a division has a low number of registered teams, it may be combined with the next division above or below it. When the rules for the two grades in a division are different, the older grade's rules will be used.

9. PLAYER PROTEST

Only the head coach may protest another team's player. The protest fee is \$100 and must occur prior to the start of the game. The player being protested must produce a birth certificate. The player is ineligible to compete in the tournament if the protest is lost or no documentation is produced, and the protesting coach will get the \$100 back. If the player's age is validated, the \$100 is retained by Mavs Academy, and the player shall be eligible.

10. BASKETBALL SIZE REGULATION

All Girls Divisions – 28.5" Ball

11U Boys and Below – 28.5" Ball

12U Boys (or Coed) and Above – 29.5" Ball

11. UNIFORMS

Numbers must be on the back of the uniform, and it is recommended that they be on the front as well. All other NFHS rules regarding uniforms and uniform numbers are waived. A team must have both a light and dark-colored jersey. The home team wears a light-colored jersey, and the Away team wears a dark-colored jersey.

12. TEAM FORFEITING GAME

When a team forfeits a game in any tournament, that team must pay the Dallas Mavericks a fee of \$80 per forfeited game. This fee will help reimburse the other team(s) for the loss of their game. They will incur a 15-point loss. The opposing team will receive a 15-point win. If the forfeited game leaves the opposing team with fewer than 3 games in the tournament, that team will be refunded at a prorated rate for the loss of the game when the forfeiting team pays the fee. A game called by a game official or Site Director due to misconduct by a player, coach, or fan shall be deemed a forfeit.

13. GATE FEE

The gate fee for fans will be \$20 per day for adults and \$10 per day for students and seniors. There will be no tournament passes. Players listed on the team roster will get in free as long as the coach pays the team fee. The head coach must check in at the gate to receive two coach passes and a pass for the game table worker (See Rule 4). Additional coaches must pay the gate fee.

*City Hoops Tournaments will have a gate fee of \$5 for adults and students.

14. WEBSITE

Tournament information is posted on our website at www.mavs.com/tournaments. The website's information is official. The game schedule will also be posted on the website and on our Mavs Academy Tournament App.

15. ADDITIONAL TOURNAMENT RULES

Some individual tournaments may amend these rules to override some sections. Amendments will be posted in the documents section of the individual tournament.

*We reserve the right to amend these rules up to the start of the tournament's first game.

**Questions or concerns can be emailed to tournaments@dallasmavs.com.