



GAME RULES

- 14 Minute Halves for Grades 3rd-11th Grade
- CLOCK WILL STOP ON ALL WHISTLES UNLESS (see below)
 - > Clock shall run in the 2nd half if team is ahead by 20 or more points under 8 minutes to go in 2nd half
- 3 Minute Overtimes, all Grades. GAMES CONTINUE UNTIL A WINNER NO SUDDEN DEATH
- 3 minute warm-up between games
- 3 minute halftime for each game (Can be shortened at tournament discretion)
- **2 Full and Two 30 Second Timeout Per game, Timeouts do not carry over to OT**
- 1 Timeout per overtime
- **Games shall start on time, contact a site director if someone attempts to start game early!**
- No press up 20 points
- Grades 6th and below will play with a 28.5 inch Ball
- Bonus Free Throws (1 & 1) at 7 team fouls, Double Bonus at 10 Team Fouls
- **YOUR GAME 1 SCORESHEET WILL ACT AS YOUR TOURNAMENT ROSTER, LIST EVERY PLAYER THAT MAY PARTICIPATE IN THE WEEKENDS EVENT**

Game Notes

- Please bring your own practice and game balls
- First team listed in pool play or top team listed on brackets shall be home team and wear light colored jerseys
- Each team will supply either book or clock keeper for each game.
- Game Time is forfeit time. Please be at game site early!
- **Any player or coach ejected shall not participate in the next game**

Pool Play Tie-Breakers

- If two teams are tied, then head to head competition
- If three teams tied
 1. Head to head among tied teams using +/- 15 point system
 2. Point Differential
 3. Lowest points allowed in all pool games
 4. Coin Flip

All Coaches receiving coaches bands must check-in at the admission table at the facility of your games. Coaches Bands must be kept on throughout the tournament. Coaches who do not have coaches band on for 2nd day of tournament will have to pay general daily admission.

- Doors will open 30 minutes before the first game each day.
- **ONLY TWO (2) COACHES PER TEAM WILL RECEIVE BANDS**
- **EACH TEAM GETS 1 SCOREKEEPER BAND. NO REFUNDS SCOREKEEPER MUST GET BAND WHEN THEY CHECKIN**

Tournament Eligibility Rules:

Players are eligible to participate in the grade level they are enrolled in for the current (2025-26) school year as long as they meet the age eligibility rules:

3rd Grade:	Must be 10 or younger as of May 31, 2026.
4th Grade:	Must be 11 or younger as of May 31, 2026.
5th Grade:	Must be 12 or younger as of May 31, 2026.
6th Grade:	Must be 13 or younger as of May 31, 2026.
9th Grade:	Must be 16 or younger as of May 31, 2026.
10th Grade:	Must be 17 or younger as of May 31, 2026.
11th Grade:	Must be 18 or younger as of May 31, 2026. Can be senior as long as not committed to university or college.

NO Switching Teams:

A player can only play on one team **in his age division** for the entire event. There first team is his 'official' team, the second team will forfeit all games he has played. A player can only play 1 additional team if they are playing within their own grassroots program. Example a 7th grade player can play on the Bobcats 7th grade and also his Bobcats 8th grade team.

Protest Procedure:

We make every effort to ensure teams play in the appropriate grade level. However, if a team would like to protest another team meeting the eligibility requirements a \$100 protest fee shall be collected. If you win the protest, your fee will be refunded. Any ineligible teams win will be forfeited with illegal player removed from team play and with potential team removal from event(s).

Fan Code of Conduct

Fans who act inappropriately will not be tolerated and are subject to ejection from the venue and/or revocation of their tickets. Examples of inappropriate behavior include, but are not limited to: using abusive or offensive language or gestures directed at any player, coach, referee, fan, or other person involved in the game; making or attempting to make any physical contact with any player, coach, referee, fan, or other person involved in the game; disrupting or interrupting the game; entering the playing court; throwing objects; or any other form of improper conduct.