

The Final Look Tournament Rules

Please review the following tournament rules prior to your first game. Coaches are responsible for ensuring their players, parents, and spectators are familiar with these rules.

GAME RULES

1. Rules of Play

- Normal high school rules (per NFHS).

2. Game Clock (Varsity)

- Two (2) 16-minute stop-clock halves.
- The clock stops on all dead balls unless a team is leading by **20 points or more**. At that point, the clock will run continuously until the lead is reduced to **under 15 points**.
- **Mercy Rule (including bracket play):**
 - 20+ point lead with under 2:00 remaining.
 - 15+ point lead with under 1:00 remaining.

3. Timeouts

- Three (3) total timeouts per game.
- All timeouts are **45 seconds**.

4. Warm-Up

- Three (3) minute warm-up.
- May be shorter depending on tournament schedule.

5. Halftime

- Two (2) minute maximum.

6. Overtime (Elam Ending)

- First team to score **4 points** wins.
- No game clock during overtime.
- Normal whistles and stoppages apply.
- Each team receives **one additional timeout** in overtime.
- Timeouts do **not** carry over.
- Team fouls **do** carry over.

7. Player Fouls

- Players foul out on their **6th personal foul**.

8. Team Fouls

- Bonus at **7 team fouls (1-and-1)**.
- Double bonus at **10 team fouls**.

9. Home Team

- The team listed:
 - On the **bottom** of the pool schedule, or
 - On the **top** of the bracket
- is the **HOME TEAM** and wears the lighter-colored jersey.

10. Technical Fouls

- Two (2) technical fouls by a player or coach results in automatic ejection from the game and possible removal from the event.

11. Fighting

- Fighting or any game disruption results in automatic removal from the entire event.
- **NO EXCEPTIONS.**
- This no-tolerance policy is at the discretion and final decision of the Tournament/Site Director.

12. Basketball Size

- Boys Grades 2nd–6th and **ALL Girls Divisions**: 28.5" basketball.
- All other divisions: 29.5" basketball.

TOURNAMENT SEEDING

Pool standings are determined by **win-loss record**.

Tiebreakers:

1. Head-to-head competition.
2. If three teams are tied:
 - Point differential
 - Head-to-head
 - Points scored
 - Points allowed
 - Coin flip by the Tournament Director

The Site Director's decision is final in all disputes.

TOURNAMENT BRACKETS

After pool play concludes, check brackets on the **Bleacher Republic** app.

Each coach is responsible for knowing:

- *Game location*
- *Game time*

You may also ask the Site Director at your gym.

Teams that fail to report on time may forfeit.

AGE / ELIGIBILITY

*All teams must bring proof of age and grade for **all players**.*

Player Participation

- *A player may participate in a maximum of **two age/grade divisions**.*
 - *A player may participate on a maximum of **two teams** during the tournament if they meet age/grade requirements.*
 - *A player **cannot** play on two teams in the same age/grade division.*
 - *If a team loses, the player may not switch to another team still competing.*
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AGE / ELIGIBILITY QUALIFICATIONS

Determining Date: September 1, 2026

9U / 3rd Grade

Players may be 9 or 10 years old but cannot turn 11 before 9/1/2026.

10U / 4th Grade

Players may be 10 or 11 years old but cannot turn 12 before 9/1/2026.

11U / 5th Grade

Players may be 11 or 12 years old but cannot turn 13 before 9/1/2026.

12U / 6th Grade

Players may be 12 or 13 years old but cannot turn 14 before 9/1/2026.

13U / 7th Grade

Players may be 13 or 14 years old but cannot turn 15 before 9/1/2026.

14U / 8th Grade

Players may be 14 or 15 years old but cannot turn 16 before 9/1/2026.

15U / 9th Grade

Players may be 15 or 16 years old but cannot turn 17 before 9/1/2026.

16U / 10th Grade

Players may be 16 or 17 years old but cannot turn 18 before 9/1/2026.

17U / Varsity

*The 17U Boys and Varsity Girls divisions are considered **Open Divisions**.*

- *Unsigned seniors with remaining high school eligibility may participate as long as they do not turn 19 before **September 1, 2025**.*
 - *Players who have signed with a college may only participate if the event is not NCAA sanctioned.*
 - *Unsigned prep school players are eligible.*
 - *Players who have signed a Letter of Intent (LOI) are eligible, even if they are uncertain of academic qualification.*
 - *Players who have attended a junior college or any college are not eligible.*
 - *Tournament Management reserves the right to exclude any senior from participating.*
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INELIGIBILITY / PENALTIES

If a player is found to be in violation of eligibility rules after play has begun, the Site Director will determine the penalty, including possible removal from the tournament.

Penalties include:

- *Games in which the violation occurred become a **15-0 loss**.*
- *If the violation occurs during bracket play, the team will be eliminated.*
- *Any player violating eligibility rules must sit at least one game.*
- *If over age, the player cannot compete in that division.*
- *If illegally playing on two teams, the player must sit at least one game and then compete on only one team.*
- *If forfeits affect bracket progression, the Site Director will determine advancement.*
- *Any ejection for fighting results in removal from the tournament.*

The Tournament/Site Director has final authority on all eligibility issues without exception.

CODE OF CONDUCT

- *No cursing, unsportsmanlike conduct, foul language, physical violence, or berating of players, officials, or fans.*
- *The game is for the kids. Maintain a positive atmosphere whether winning or losing.*
- *Violations may result in a technical foul, ejection, and suspension.*

Foul Language

- *Players and coaches receive an automatic technical foul.*
- *A second offense results in ejection and possible suspension.*
- *Parents and spectators may receive a warning and possible ejection from the game and/or tournament.*

Fighting

- *Any coach, player, or spectator ejected for fighting will be suspended from participating in or attending the remainder of the tournament.*

Facility Rules

- *No smoking.*
 - *No alcoholic beverages.*
 - *No bouncing basketballs in facility hallways.*
 - *Anyone damaging facility property will be removed from the tournament and held financially responsible.*
 - *Please supervise young children at all times.*
 - *Please cheer positively and demonstrate good sportsmanship.*
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PROTESTS

Site Supervisors have a copy of the tournament protest procedures.
