

RTG Tournament Rules

Game Format

1. Each game will consist of **four (4) 7-minute quarters**.
2. The game will be played using **stop-clock** timing.
3. A **running clock** will be used whenever a team leads by **12 points or more**. The running clock will begin at the next dead ball. If the lead is reduced to **10 points or fewer**, standard stop-clock rules will resume at the next dead ball.
4. If a **game** is tied at the end of regulation, the game is stopped and the ball is tipped at midcourt. the game will immediately enter **Sudden Death**. The first team to score any point(s) shall be declared the winner.
5. **Championship games** will continue with 1 min overtime periods until a winner is determined.
6. Halftime will be **2 minutes**.
7. Each team will receive **three (30 second) timeouts** per game. Unused timeouts carry over into overtime.

Game Readiness & Forfeits

8. Teams are expected to be ready to play at their scheduled game time. A minimum of **2 minutes** will be provided for warm-ups before each game.
9. A **5-minute forfeit rule** is in effect. If a team is not present and ready to play within five (5) minutes of the scheduled tip-off, the Tournament Director may declare a forfeit. Forfeited games count toward the tournament's game guarantee.
10. Coaches are responsible for notifying the Tournament Director as soon as possible if they anticipate arriving late due to travel delays or previous games running behind schedule.

Press Rule

11. **Grades 1–2:** No full-court press is permitted at any time.
12. **Grades 3–9:** Full-court press is permitted.
13. Officials may issue one team warning before assessing a technical foul for a press violation in divisions where pressing is prohibited.

Fouls & Free Throws

14. Teams enter the **double bonus** on the **5th team foul of each quarter**.
15. The **10-second backcourt violation** will be enforced.
16. There will be **no shot clock**.

Technical Fouls

17. Any technical foul will result in:
 - Two (2) points awarded to the opposing team.
 - Possession awarded to the opposing team.

- The technical foul counts as a personal foul.
- 18. Any player or coach receiving **two technical fouls** in a game will be ejected for the remainder of that game.
- 19. Any player or coach receiving **three technical fouls during the tournament** will be suspended for the remainder of the tournament.
- 20. Coaches are responsible for the conduct of their players, parents, and spectators.
Unsportsmanlike behavior by spectators may result in a bench technical, spectator removal, or both.

Pool Play Tie-Breakers

Tie-breakers will be determined in the following order:

1. Overall Record
2. Head-to-Head Result
3. Point Differential
4. Total Points Scored
5. Fewest Points Allowed
6. Coin Flip

Tournament Authority

23. The Tournament Director has final authority on all rule interpretations, eligibility questions, scheduling matters, and disputes. All decisions are final.
24. The Tournament Director reserves the right to modify game lengths, schedules, or tournament format due to weather, facility issues, emergencies, behind schedule, or other unforeseen circumstances.

Sportsmanship

25. RTG expects all coaches, players, parents, and spectators to demonstrate outstanding sportsmanship at all times.
26. Fighting, abusive language, threatening behavior, or actions deemed detrimental to the event may result in immediate ejection without refund and possible removal from the facility.
27. Judgment calls made by game officials are final and are not subject to protest. Only rule misapplications may be reviewed by the Tournament Director.

General Information

- RTG will provide a clock operator for each court.
- Only **ONE coach** per team will receive complimentary admission.
- All other spectators must purchase an admission pass.
- Concessions will be available throughout the event.

Play Hard. Play Smart. Respect the Game. Have Fun.