



- There will be two 16-minute halves for all divisions. There will be high school rules with a stop clock on all dead balls.
- A team reaches 1-and-1 bonus on the 10th team foul of each half. There is no 2-shot bonus.
- Each team receives three timeouts total per game—two full timeouts and one thirty-second timeout.
- Individual players foul out if they receive five personal fouls.
- Each game will have three minutes of warm-up time and halftime will be two minutes. Overtime is 2 minutes—one 30-second timeout only in first overtime with no carryovers. Each extra overtime is 1 minute with no timeout.
- If two players on the same team have duplicate numbers and it is caught by either the referee or the scorekeeper, a technical foul will be assessed.
- The team listed on the bottom on the game schedule online is the home team and wears light color. Bring both colors to the game in case a team does not have extra uniforms.
- Two technicals result in automatic ejection from the game. Referees have the authority to eject players and coaches for poor sportsmanship at their discretion.
- The home team is responsible for providing the game ball. All divisions 6th Grade and up will use the full size 29.5 regulation basketball.
- Jewelry including necklaces, rings, and metal bracelets are not permitted. Stud earrings are only permitted if they are properly taped and as long as the official can confirm that they do not pose a risk for harm or injury.
- Any team which does not have five players (or their head coach) by the start of the game will be given a grace period of 10 minutes before the game starts. After 10 minutes, the team may choose to play with four players or utilize an assistant coach. The tournament director reserves the right to enforce a forfeit.