



## **ASC 1 Day tournament**

### **Time**

All Grades: Two 12 minutes halves

(Clock stops on all whistles unless the “mercy” rule is in effect)

### **Mercy Rule**

If a team is up by 20 points then the clock will continue to run except during time-outs (clock will stop again on all whistles once the score is back under 10). Teams cannot full court press when up by **20** points or more.

### **Time-Outs**

Each team is given (4) thirty second time-outs per game for regulation. Players are permitted to sit on the bench during time-outs. These time-outs do NOT carry over to overtime. Each time is awarded (1) thirty second time-out for each overtime period.

### **Overtime**

Overtime is sudden death (first point wins including free throws). This overtime rule will be for both pool play and bracket play.

### **Game Ball Size**

3rd – 6th grade / 9U-12U boys: 28.5 intermediate size basketball

7th – 11th/12th grade / 13U-14U boys: official men’s size basketball (29.5)

3rd – 11th/12th girls: official women’s size basketball (28.5)

### **Half time and pre-game allotted time**

Half time: 2 minutes

Pre-Game: 2 minutes

Each team should be stretched and ready to go as soon as the previous game is finished

### **Scorebook**

The “home” team is listed on the bottom of the schedule and will provide someone to keep the official scorebook. ASC recommends that the “away” team scorebook keeper sit beside the home team scorebook keeper to communicate and be proactive on any disputes.

### **Grace Period**

Teams must be ready to play at game time. If a team is not present at game time, a 5 minute grace period will be given. If the missing team has not shown up within that 5 minute grace period, the team present will be awarded a 15-0 forfeit win. Note: If a team is visible on site during the 5 minute grace, the game will be played in full (ASC staff has the final say on this).

**Games may start with 4 players per team if both coaches agree before game begins**

### **Foul Count & Technical Fouls**

Fouls: 2 Shot Bonus at 10 Team Fouls (per half). **Players foul out on their 5<sup>th</sup> personal foul**

Two direct technical fouls during a game on any player, coach, or team representative will result in an immediate ejection from the facility and a disqualification for the following game of that tournament. If team has no remaining games, the disqualification will not carry over to the next tournament.

### **Tie Breaker Rule**

Head To Head, Differential, Allowed, Scored (15 max points)

### **Division Play**

**Players can't play on more than one team per division. They can play in another division that their grade qualifies them for, but it must be with the same organization. NO EXCEPTIONS.**

### **Challenges & Protests**

There is a **\$200 cash** fee to file a protest. If the protest is upheld, the fee will be refunded. If the protest is denied, the fee will be forfeited. Any team making a protest must have all proper documentation, including birth certificates and report cards.

All protests must be made **before the game begins**. No protest will be allowed after a game has been played. Only coaches are allowed to protest on behalf of their team.

If up by **20 points** with **2 min remaining** the game will be stopped & ended.