

## Tournament Rules

- 12 minute stop clock for ages 13(7<sup>th</sup>) and under
- 14 minute stop clock for ages 14(8<sup>th</sup>) and over
- We reserve the right to switch 18 min running halves if a court is running at least 15 mins behind. Clock stops last minute of halves
- 2 TOs per half(30 secs) No carry over
- Crossover Hoops Inc shall provide scorekeeper
- 2 minute warmup time. 2 minute halftime(times may be shortened)
- 2 minute overtime,double OT: Sudden death after second OT(No TO)
- 1 timeout(30 second) per OT-No Carryover
- No player shall be double rostered within same age group
- 6 personal fouls per player
- One and one bonus on 10<sup>th</sup> foul/Double bonus on 13<sup>th</sup> foul
- Technical fouls counts as both a personal and team foul
- 2 technical fouls will result in ejection for the current game and suspension for the following game. An ejection of ANY kind will result in suspension for the following game
- 10 minute grace period for late arriving teams. Clock will start after 10 minutes and opposing team will be awarded 2 points for each minute that passes. Game forfeited after 10 minutes
- Forfeits count as games played. Max points awarded
- Maximum margin of victory/defeat will be 15 points
- No pressing allowed once a game margin reaches 20. Pressing may resume if margin falls under 20
- Tie breaker head 2 head,point diff,total scored,total allowed(in the event 3 or more teams are tied within the same division point diff will be first tie breaker)
- Only rostered players and coaches on bench. No fans
- \$100 per player age protest fee. Must be made prior to game start
- Mercy Rule: Clock runs with a point diff of 20+. If point diff goes under 15,the clock will stop
- No refunds of any kind