



Tournament Rules

Competition Format

- Each team plays four games
- Each game consists of two 16-minute stop-time halves
- Three-minute overtime period and double overtime is sudden death (first basket wins)
- Running time may apply if there's a 30-point difference in the second half

Game Ball

- All teams should bring their own warm-up balls. Teams will mutually agree to use one of their warm-up balls during the game
- A size 6 will be used for girls games
- A size 7 will be used for boys games, a size 6 ball for boys U10/11 division. The U12 boys division will use a size 7 ball unless both teams mutually agree to use a size 6 instead

Warm-Up and Half Time

- Pregame warm-ups will last a minimum of FIVE (5) minutes
- The halftime break will be TWO (2) minutes

Scheduling and Referees

The first listed team in the draw is the home team and should wear the light-colored uniforms, unless one team does not have home and away color uniforms. Teams may make arrangements among themselves to change this guideline. Teams **MUST** bring both uniform tops to all games if they have them.



- A player who has committed FIVE (5) personal fouls must leave the game immediately
- Bonus will take place on the 8th foul in each half - teams will shoot 2 foul shots
- All other FIBA rules will still apply
- There are not any restrictions on the use of zone presses or zone defences in any division, no matter point differential
- The (closer) marked three-point line will be used for all ages except for the Open Division. The (further) marked FIBA three-point line (6.25m) will be used for the Open Divisions.
- U10 may jump over the free throw line when shooting foul shots

Rosters and Jerseys

- Team rosters become "frozen" after the start of a team's first game.
- Teams must have official, matching jerseys for their games.
- Each player on a team requires a unique jersey number - no tapped numbers.

Time Outs

Each team is granted four (4) timeouts per game, a maximum of two (2) timeouts per half. Each timeout will last sixty (60) seconds. Overtime will see one (1) timeout per team (no carryovers into OT). Timeouts must be requested through the score table and will be granted at the next stoppage in play.