



### **Tournament Game Rules**

- All games will consist of two 20-minute halves.
- All games will be running clock unless game is within 15 points in the final two minutes of the game in which a stop clock will be used.
- Teams are in double bonus free throws when the other team reaches ten (10) team fouls for the half. There is no single bonus.
- In the final two minutes of the game, each team will have one (1) foul to give before the opposing team reaches double bonus, regardless of the number of team fouls in the 2nd half.
- Each team receives three full timeouts per game and one additional timeout per overtime. Unused timeouts do not carry into overtime periods.
- Individual players foul out if they receive five personal fouls.
- Each game will have a minimum of five minutes of warm-up time and halftime will be three minutes.
- Overtime periods will be two-minute stop clock time and will continue for as many overtimes as necessary.
- If two players on the same team have duplicate numbers, the scorekeeper must notify the referee prior to the start of the game. The penalty for this is a technical foul. If a player shows up late to a game with a duplicate number, a technical may be assessed then as well.
- In all divisions, players may enter the lane when the ball is released out of the shooter's hand.
- The home team is responsible for providing the game ball.
- Only one coach is allowed to stand at a time per team and must stay in the designated coaching box.
- All boys divisions 6th Grade / 12U and up will use the full size 29.5 regulation basketball.
- All girls divisions, and boys divisions in 5th Grade and below will use the 28.5 size basketball.
- Any team who does not have five players by the start of the game will be given a grace period of ten (10) minutes before the game starts. After ten minutes from the team may choose to play with four players, or they forfeit