



Tournament Game Rules

- All games will consist of two 20-minute halves.
- All games will be running clock unless game is within 10 points or fewer in the final two minutes of the game in which a stop clock will be used.
- Teams will be in single bonus at seven (7) team fouls and will shoot one-and-one at 7 fouls. When a team reaches ten (10) team fouls for the half, the other team will shoot double bonus.
- 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 three minutes of warm-up time and halftime will be three minutes.
- Overtime periods will be two-minute stop clock time. If there is a third overtime period, the game's result will be decided by sudden death (first team to score would win).
- 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. If a player shows up late to a game with a duplicate number, a technical may be assessed then as well.
- Players cannot play on two teams during the same game time slot, regardless of program. Once a player has checked into a game, they cannot leave that game to play for another team even if they are listed on and eligible to play for multiple rosters.
- 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. A coach does NOT need to sit after their first technical foul.
- 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.
- 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 ten (10) minutes before the game starts. After ten (10) minutes, the team may choose to play with four players, utilize an assistant coach or parent to supervise the kids, or Open Gym Premier reserves the right to enforce a forfeit.
- If ejected, a coach must leave the vicinity of the playing court and be out of sight and earshot of the officiating staff. In the event the head coach is ejected and an assistant is not readily available, the head coach may take a maximum of three (3) minutes to recruit and designate a parent/adult representative to watch over their team for the remainder of the game as well as leave the court. If after 3 minutes the ejected coach has not left the vicinity of the court, referees have the authority to call the game.