



Tournament Rules

National Federation of State High School Association Rules will be used with the following modifications/restrictions. The Director of Officials will address any policies or procedures not specifically addressed in this document.

Pool Play Rules

In any situation where two (2) teams are tied, head-to-head competition between the teams will determine the winner. If more than two (2) teams tie, a point differential tie breaker will be applied. The differentials (the maximum that you can beat a team and still gain an advantage is 15 points) of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential – the highest number placing first, etc. If more than two (2) teams are still tied after the application of the formula, the point differentials of the team not involved in the tie are added, and the results are recalculated. The score of all forfeits shall be 15-0.

Timing

1. The game shall consist of four 10-minute quarters.
2. The clock will run continuously until the last (1 minute) of the fourth quarter when it will stop on all whistles.
3. A three-minute pre-game warm-up will be given. No games will start before their scheduled time unless agreed to by both coaches.
4. Half-time will be 1 Minute in length.
5. If a team is trailing by more than 20 points, the clock will not stop in the second half unless the score drops below 10 points.

Timeouts

1. Each team has three full time-outs per game
2. Each team will have 1 timeout during OT, with no carryovers.

Foul Bonus: (1) The bonus is reached when a team's opponent commits five fouls in a single quarter. (2) Foul Reset: Team fouls reset at the end of each quarter, meaning fouls don't carry over to the next quarter. (3) Free Throw Procedure: After reaching the bonus, the opposing team is awarded two free throws for each subsequent foul committed. (4) Overtime: Fouls do not reset in overtime.

Overtime:

The first two OT periods will consist of a two (2) minute stop clock with the clock stopping for all whistles; 3rd OT is sudden death.

Table Personnel

We are transitioning over to providing scorekeepers for all games.

Conduct

Two Flagrant fouls (2) (fighting, etc.) direct technical fouls during a game on any player, coach, or team representative will result in their disqualification from the subsequent game or disqualification from the tournament at the discretion of the tournament director. Tournament Director will make the final decision on any disqualifications.

Roster Size

A maximum of thirteen (13) players are allowed on a team throughout the tournament. All players must be on the original roster, players are eligible to play even if they are not at the first game if their name is on the original roster. Players must play in at least one pool game to be eligible for tournament play.

Uniforms

Players' jerseys must have numbers on both the front and back. Teams competing in the tournament must have both a light and dark colored jersey. Teams on the top of the tournament bracket or listed first will be considered home. In the pool play teams listed first will be considered the home team. The home team will wear the light uniform and visitors will wear the dark uniform.

Ball Size

The following divisions will use a 28.5" circumference basketball: 6th Grade and under Boy's division & all girls division. The following divisions will use a 29.5" circumference basketball: 7th Grade and up boy's division

Proof of Grade/Age

For all teams, bring proof of age/grade of all players with you to the tournament and for every scheduled game. This is extremely important. In the event of a protest, absence of such proof will be immediate grounds for disqualification. Proof of age includes birth certificates and photographs with report cards.

No Switching Teams

A player can only play on one team in his age group during the entire event. If a team loses a player that player cannot switch to another team still participating. All players participating in league/pool/bracket play must be on that team's original roster.

Protests

Protests must be made to the scorers table at the time of the infraction and noted on the scorebook. A written protest must be submitted to the Tournament Director within 2 hours after the conclusion of the game being contested. **A fee of \$100.00 cash (refunded if protest is upheld) must accompany the written protest.** The Tournament Director will consult with officials and score table staff (Protest Committee) and will be required to give an answer to the protest within 1 hour. All decisions of the Protest Committee shall be final.

Coach & Player Conduct

Each coach participating in this tournament will set an acceptable example for the athletes. The tournament policy is to prohibit any behavior that might be detrimental to any phase of the event or to the athlete(s). The use of vulgarity or profane language is expressly forbidden, as well as the use of alcohol or drugs. Immoral behaviors will not be tolerated. Any individual guilty of violating this policy during the entire program – arrival time to departure time – will not be welcomed to future events hosted by this organization.

Cross Pool Games

Cross Pool games do not count towards standings.

Game Schedules & Daily Updates - (Brackets)

Tournament brackets and daily results will be posted at all the gymnasiums. Daily results will also be posted on the internet (www.ThreatHoops.com). Please check the posted results at the conclusion of each game.