



## Tournament Rules

### ADMISSION

- \$20 Weekend Pass Adults - \$12 Daily Pass Adults
- \$12 Weekend Pass Kids & Teens - \$7 Daily Pass Kids & Teens
- Children under 8 years old free

### GAME FORMAT

- Stopped Clock 14 minute halves
- 2 minute halftime
- Overtime: 2 minute first overtime, second overtime is sudden death, jump ball to start both overtimes, no carryover timeouts, each team awarded one timeout in first overtime only.
- One and One on the 10th team foul of each half. No double bonus.

### GAME RULES

- A player committing a 6<sup>th</sup> personal foul will be disqualified. Technical fouls count as personal fouls.
- Three (3) full timeouts per game per team.
- Two (2) Technical fouls during a game on any player, coach, or team representative will result in their disqualification for the rest of a game.
- 20+ point leads will result in continuous running clock in the 2<sup>nd</sup> half until lead is less than 15 points.
- Each team must have 2 sets of uniforms. 1 light and 1 dark. Team listed first or on top in the app and wears light. Team listed second or on bottom wears dark.
- There will be one scorekeeper/clocker provided for each game. Both teams are encouraged to have representation at the table in keeping the official book.

### TIEBREAKER CRITERIA FOR POOL ADVANCEMENT/ROUND ROBIN WINNER

1. Head to Head
2. Point differential: Maximum 15 points. (Forfeits are scored at 15-0) Point differential calculation is based solely on the games between the tied teams. In the event of a three-way tie for first, point differential will be used to establish the pool winner. Head to Head will determine winner between the last 2 teams.
3. Defensive Point System: If 3 teams remain tied after the above tie breakers the team with the lowest total points allowed will advance. The remaining teams will revert back to tie breaker #1

***Anything not covered above will be handled fairly by Tournament Directors:***

***Mike Rice 732-614-0253 and Brian Klatsky 732-614-0606***