



TOURNAMENT RULES

(Coaches - Please help us by filling out game sheet(s) with each player's name & jersey number)

EXPLANATION:

- **5th, 6th, 7th, 8th Grade & High School Divisions = 16 Minute “Stop Time” Halves**
 - When the score margin is 15 points or more the Clock Runs. Stop Time resumes if at any point during the game the score margin reaches 14 points or less.
- **1st, 2nd, 3rd, & 4th Grade Divisions = 22 Minute “Running Time” Halves**
 - **Final 2 Minutes of the 2ND HALF:** Clock runs with an 11-point or more margin, clock stops with a 10-point or less margin. Clarification - Clock remains stopped after a timeout is called during all Free-Throw Situations.
- **5 Minute Warm-up / 3 Minute Half Time**
 - 1ST OT - 2 Minutes, 2ND OT - 1 Minute, 3RD OT - Sudden Death / First Point Wins
- **3 (1 Minute) Timeouts Per Game - One Timeout Added Per Overtime**
- **Bonus on 7th Foul of Half - Double Bonus on 10th Foul of Half**
- **Individual Player Foul Out on 5th Personal Foul (NFHS Rules Apply)**
- **Technical Foul = Two FT's & Possession**
- **Teams Should Arrive @ Least 20 Minutes Before Game Time**
- **If a team is a “no show” for a game, they will be assessed a forfeit, resulting in a Tournament Loss (-20). There will be no refunds for forfeited games.**
- **Ties in Pool Play: Determined by Head to Head match-ups first. 2nd Tie Breaker: Min/Max Score Differential (+/- 20). 3rd Tie Breaker: Overall score differential. 4th Tie Breaker: Fewest defensive points allowed. Correct Game Sheets are very important for tournament match-ups & seeding. Following Pool Play - Seeding will then occur for Bracket Play.**

*** Results will be emailed nightly & updated daily on our Website & Mobile App ***

IMPORTANT: HOOPSOURCE EVENT DIRECTORS WILL HAVE THE FINAL SAY REGARDING ANY EJECTIONS, DISPUTES, OR RULINGS!