



TOURNAMENT RULES

1. Two 18 minute halves.
2. Running clock except for: (a) last minute of the 1st half and the last 2 minutes of the 2nd half, (b) foul shots, (c) times-out, (d) errant balls, (e) every whistle during overtime. Clock will run in last two minutes of the 2nd half when lead is 20 points or greater.
3. 1st overtime will be three minutes. All subsequent OTs will be one minute.
4. Numbered uniforms required with consistent colors, no two players may wear the same number.
5. Forfeits occur five minutes after scheduled time.
6. Protests are not recognized. Disputes will be resolved by the officials.
7. Guaranteed play for each player is not mandatory.
8. For 7th & 8th grade games, full court press is permitted at all times except unless there is a 20 point margin. For 5th games, full court press is permitted in the 2nd half only.
9. Regulation size (29.5") basketballs will be used for all 7th & 8th grade boys games. Intermediate size (28.5") basketballs will be used for all girls and 5th grade boys games.
10. If a coach is ejected from the game by a referee due to the assessment of two technical fouls, that coach will not be allowed to coach or be on the bench for the next game. If a coach is ejected from the gym by a referee, that coach can be banned from the gym for the remainder of the tournament at the discretion of tourney board. It will be decided on a case-by-case decision.
11. A player may only play on one team within a division. Players can play-up to a higher division if required.
12. Time-outs: Two (2) full and three (3) 30-second per game. One (1) full time out per overtime period (unused timeouts do not carry into overtime)
13. Tie breakers: (1) Overall record, (2) Head-to-Head, (3) Point differential (max 15 pts per game), (4) Points allowed, (5) coin toss. If a 3-way tie occurs and 2 spots are in question, after the pool winner is decided, the tie-break process will begin again for the remaining two teams.
14. In the event of a forfeit, the winning team will be rewarded 15 pts for maximum point differential.

4 Minute Half Time



AGE/ELIGIBILITY:

Town Teams – Each player must reside in, or go to school in, the Town
Parish Teams – Each player must qualify under that parish’s rules to play on the team.
NO AAU OR ALL-STAR TEAMS ARE PERMITTED.

Coaches must be prepared to prove residency, school, parish and age eligibility requirements.

Rosters:

- All teams may have a maximum of 15 players on their roster. The roster must be completed in full and must be in possession of the Tournament Director by November 23, 2021. Please include players jersey #'s for preset score sheets.
- No players attending high school are allowed to be part of any team’s roster.
- A Player may only play on one team per division/group.
- Only players listed on the roster sheet are to be entered into the scorebook and allowed to play. No add-ons to the roster will be allowed after the team’s first game. Use of an ineligible player will result in forfeiture and disqualification of team from tournament. In the event of a forfeit, the winning team will be rewarded 15 pts. for maximum point differential.

The Tournament rules will coincide with N.J.S.I.A.A. high school rules, with the exceptions listed above.

CODE OF CONDUCT

All coaches, participants and spectators will:

1. Wear masks at all times.
2. Respect all property and equipment at all times.
3. Respect opponents at all times
4. Avoid offensive gestures and language, as well as taunting/trash talking.
5. Avoid criticizing game officials and opponents
6. Obey the Tournament Rules
7. Stay off the court at all times unless involved in a game.

Violation of these rules can result in ejection from game/gym/building. Failure to leave game/gym/building, will result in forfeiture of game by team in which the ejected individual(s) is(are) associated.

Daily Admission Fees

Adults \$5.00 / day
Coaches, Players, and Children through 8th grade: Free

