



RULES

- Clock stops for all dead balls
- Two 16 Min halves for 15U-17U and two 14 Min halves for 9U-14U
- Three timeouts total per game – 2 full and 1 thirty second timeout
- Two Min halftime for all games
- Five Min warmup between games
- Overtime is 2 minutes – 1 30 Sec timeout only for first overtime no carryovers. 2nd overtime will use “sudden death” – first team to score wins, including free throws.
- A player fouls out on his 5th personal foul
- A team reaches 1-and-1 bonus on the 10th team foul of each half – there is no 2 shot bonus
- The team listed on the left and top of bracket is the home team and wears light color. Bring both colors to each game in case a team does not have light or dark colored uniforms
- Two technical fouls results in an automatic ejection from the game
- No dunking in pregame or halftime warmups
- Seeding will be determined by win-loss record in pool play. In case of ties, head to head competition determines seed. If three teams are tied, a point system comes into effect to determine the 1, 2 and 3 seeds of the pool. There is a maximum +15 for a win in a pool and a -15 for a loss in a pool. All games are included in figuring point system. In the case that there is still a tie, a coin toss will determine seeding.