

The Warehouse *Renaissance* 2017  
Men's & Women's Small School Divisions  
Thursday, June 15<sup>th</sup> & Friday, June 16<sup>th</sup>, 2017

**TOURNAMENT RULES, PROCEDURES, & ADMINISTRATION**

1. Teams will play two (2) 16 minute stop clock halves; the clock will be operated in accordance with Washington HS Rules (if score is within 20 points). Halftime will be three minutes.
2. Teams are allowed three full time-outs for the game and one 30 second timeout per half. Timeouts will NOT carry over. One full time out allowed per overtime period.
3. Players & coaches will be disqualified from the game upon receipt of a 2<sup>nd</sup> technical foul. All players, coaches, associated staff, and fans are required to conduct themselves in a manner consistent with acceptable and courteous standards of behavior. Rude or abusive conduct or language will NOT be tolerated.
4. Pool Play Tie-Breaker Policy. The pool order of finish and corresponding tournament bracket placement and position will be determined as follows:
  - 1) Win/Loss record in intra/inter pool competition.
  - 2) Better record in head-to-head competition
  - 3) Cumulative margin of victory/defeat with a maximum of 25 points applied in either case.

**Example:** Pool Record: 2-1

Game 1: Won by 8 points: Victory Margin=	+8 points
Game 2: Won by 29 points: Victory Margin=	+25 points
Game 3: Lost by 7: Loss Margin=	<u>-7 points</u>
Cumulative Victory Margin=	+26 points

**PLEASE NOTE:** If three (3) or more teams in a given pool are tied for any position in the final standings, the order of finish will be determined by immediate and exclusive reference to number three (3) above. If, by that reference, one or more of the tied teams have a total point differential that is less than one or more of the teams remaining tied, they will assume that order of finish and the remaining deadlock will be resolved by a coin toss.

4) Coin Toss

5. Tournament passes are provided for coaches that are listed on the official team roster. Please keep these with you and present them to our admissions staff as you enter the facility.
6. The first team listed in the tournament bracket will be the home team and wear light colored jerseys.
7. There will be a 30 second shot clock rule in effect for both divisions.
8. There is a 5 minute forfeit rule in effect throughout the tournament. If a team is not on site and ready to play five minutes after the designated game time, the tournament director may at his/her discretion thereafter, rule a forfeit (Note: The forfeited game will count towards the minimum game guarantee).
9. There will be a "one and one" on the 7<sup>th</sup> team foul. Double bonus on 10<sup>th</sup> team foul.
10. Any player or coach receiving two technical fouls in one basketball game will be ineligible to play or coach for the remainder of that game. Any player or coach receiving a third technical foul during the tournament will be unable to participate for the remainder of the tournament. Technical fouls will be penalized with 2 shots from the free throw line and the ball at half court. Intentional fouls will be penalized with 2 shots from the free throw line and the ball where the foul occurred. A player charged with a flagrant foul will be ejected from the game.
10. Overtime will be 2 minutes long, with a stopped clock in effect. If no winner is decided after the first overtime, a 1 minute overtime period will be held. If there is still no winner, there will be a sudden death overtime period. In championship games, there will be no sudden death overtime periods used.
12. Washington High School rules will apply in all circumstances not covered above.
13. The tournament director or a designated representative is the **final** arbiter of the interpretation and application of the Tournament Rules and of all disputes arising therefrom. The Tournament Director or the designated representative, in his or her discretion, may make any decision, in the best interest of the tournament and the safety and well-being of the participants.