



## The Warehouse AAU Bring in Spring Basketball Tournament 2018 Tournament Rules & Regulations

1. Each game will consist of two 20-minute **running** time periods. The clock will be stopped only for time-outs throughout the game. **EXCEPTION:** During the final two (2) minutes of the first period and the final three (3) minutes of the second period, the clock will be stopped for all rules mandated stopped clock situations (including free throws and time-outs) if the score is within 20 points.
2. First team listed will be "home" team and will wear light colored jerseys.
3. Each team will be allowed three (3) full time-outs in each game, as well as one (1) 30 second time-out per half (Time-outs do NOT carry over).
4. Halftime will be 3 minutes.
5. All teams must be ready to play at the designated times. If time permits, warm-up may be available at the game site before the start of the game.
6. 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: Any forfeited game will count towards the minimum four game guarantee.)
7. No Press Rule: A team that is 15 **points ahead** cannot full court press. The team may pick up its opponent after they have crossed the half court line. One warning will be given to the bench prior to a technical being assessed.
8. Ten second backcourt rule will be enforced for all divisions. 30 second shot clock will NOT be used for any division.
9. Only players and coaches listed on the official roster will be allowed on the bench during the game.
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 automatic two (2) points and the ball at half court. Intentional fouls will be penalized with two (2) shots from the free throw line and the ball where the intentional foul occurred. Technical fouls and intentional fouls count as a personal foul and will count towards the team's total foul count.
11. In case of overtime, a two minute stop time period will be played. If the game is still tied after the first extra period, then a sudden death period will be played with the first team to score any type of points as the winner. (Note: In the championship game, there will be as many overtime stop-time periods as necessary to determine a winner). Each team will be allowed one (1) 30 second time-out per period. Time-outs DO NOT carry over- **there will be no time-outs allowed in a sudden death situation.**
12. Players can only play for one team in their division.
13. Pool Play Tie Breaker Format: 1) Better record in head-to-head competition, 2) Total point differential in **all** pool play games- point differential counted in any one game will be no higher than 25, 3) Coin toss. **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 two (2) 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.
14. 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, which **supercedes** these rules or their application.