

## RULES AND ADMINISTRATION

1. Admission Prices at  

\$7.00 Daily \$13 Weekend Pass
2. Games will be played 18 minute running clock halves (16 Minutes for 12U), 2 Minute OT stopped clock. Timeouts are 2 per half use them or lose them, no carryover. 1 timeout per OT session, no carryover. Time between halves will be 3 Minutes.
3. Standard local rules apply except for: 1 and 1 on the 10<sup>th</sup> foul, 2 shots on 13th foul. 5 Personal fouls for disqualification. COACHES MUST STAY WITHIN BENCH AREA TO AVOID TECHNICAL FOULS.
4. CHAMPIONSHIP FORMAT: The top two teams with the best record will play in championship game. There will be 12 trophies for the champion. \*Teams will not be penalized for playing the extra game to balance out the tournament.
5. TIEBREAKING SYSTEM:
  - a) **Head to Head Play:** The team that wins the head to head competition between the two tied teams will move on.
  - b) **Point System :** A point differential system will be used if two or more teams are tied. Teams will receive a maximum of +15 points for a win and a maximum of -15 points for a loss. The team with the most positive points will be first followed by the next most positive point total. If two teams are still tied, they would revert to the first tie breaker system.
  - c) **Defensive Point System:** A total defensive point system will be used if three teams are still tied. The teams with the least amount of aggregate points given up would move on.
  - d) **Coin Flip** If all else fails, a coin will be flipped.
6. Each team is responsible for providing a book keeper and/or time keeper.
7. ONLY PLAYERS AND COACHES WHO HOLD AAU CARDS CAN SIT ON BENCH. NO SPECTATORS.
8. Any player or coach who is ejected from a tournament game will be dismissed for the first half of the following game.
9. FREE THROWS: Players are allowed to enter the lane on release of the shot.
10. PRESSING: Any team that achieves a 20 point lead can no longer full court press.
11. MERCY RULE: The clock will continue to run once any team reaches a 30 point advantage.