



Tournament of Champions

2016 Tournament Rules

1. All games will be officiated by two certified IAABO officials.
2. Clock: Two – 14 minute, stopped time halves (9U,10U,11U)
Two – 16 minute, stopped time halves (12U, 13U, 14U, 15U)
3. Halftime will be 3 minutes.
4. Each team must check in at the gym *no later than 15 minutes prior* to the scheduled start of each game. If a team is not there 20 minutes past the scheduled start of the game (barring an unforeseen circumstance), they will forfeit the game. **Forfeits can only be called by tournament directors.**
5. Players foul out on their 6th foul.
6. 1 & 1 on the 10th team foul in a half
Double Bonus on the 13th foul in a half
7. 3 pointers will count in all divisions
8. Free Throw: Lane block-out on the release
9. Each team has 3 timeouts per game. All timeouts are 45 seconds
10. Overtime periods: The first & second overtime is 2 minutes in length (1 minute running, 1 minute stopped time) with one additional timeout given per overtime period. If a third overtime is needed, sudden death (first team to score 3pts). You will not be given additional timeouts- only those that carryover from previous overtimes.
11. Only your listed coaches and players are allowed bench access. Only 1 coach may be standing at a time.
12. Referees must remain at the scorer's table area until both competing teams have left the floor at the conclusion of each game.
13. Tie Break- Any 2 team tie will be determined by head to head result. Any 3 team tie will be determined by point differential. 15 is the maximum point differential you can win or lose by. After point differential between 3 teams, if there is a tie between two of teams and they have the same point differential, it will go to head to head results from their matchup.
14. MERCY RULE: If one team leads by 25 points or more with 5 minutes or 20 points with 2 minutes left to go in the 2nd half, the game becomes running time. Once the clock becomes running time, it only goes back to stopped time if the lead is cut to 10 points or less

Sportsmanship:

1. No fighting will be tolerated. Any player who is ejected for fighting is immediately suspended for the remainder of the tournament and is ineligible for a refund.
2. Coaches will be ejected on their 2nd technical and must leave the building. Any behavior deemed by the director or event staff, that puts the well being of any player, coach, official, volunteer or spectator in danger will result in your team being dismissed without a refund.