



1. FIBA rules with a few tournament modifications.
2. All games will consist of TWO 16-minute stop time halves. First OT period will be 2 minutes. Second OT will be sudden death (first point scored) after jump ball. Running time may not occur without the approval of the site coordinator.
3. Pre-game warm-ups will last a minimum of 5 minutes and the halftime break will be 5 minutes. The breaks can be shortened at the discretion of the site coordinator if we are running behind.
4. The first listed team in the draw is the home team and should wear the light coloured uniforms. Teams may make arrangements amongst themselves to change this guideline. Teams **MUST** bring both uniform tops to all games if they have them.
5. The tournament organizers do not play any role in the allocation of officials.
6. All players will be disqualified at FIVE PERSONAL FOULS. Bonus foul shots (two shots) will be shot on the 8th team foul every half.
7. Teams will get TWO 60-second time-outs per half (no carry-over). One time-out will be given out for the 1st overtime period. Time-outs are called through scoretable.
8. Team coaches are responsible for the conduct and supervision of their team. Unacceptable behavior may result in the person being banned from the gym for the remainder of the tournament.
9. We will not be using a shot clock. However, teams that deliberately stall will be given a 10 second warning at the referees discretion. 8 Second backcourt and over and back at center are in effect.
10. All teams should bring their own warmup balls. Size 6 balls are to be used for all divisions except Boys U14 and above which will use size 7.
11. No restrictions on zone defenses and no pressing is permitted once a team has established a lead of 20 points or more. Although zone is permitted at our events, we strongly discourage it from being played at the U13 and below level for development purposes as identified by Basketball Canada and USA Basketball.
12. Pool tie breakers are: 1) head to head, 2) point differential (max 20pt/game), 3) points against, 4) coin toss
13. A 5 minute forfeit rule is in effect. If a team is not on site and ready to play within five minutes of the designated game time, the Touney Director or site coordinator may, at his/her discretion thereafter, rule a forfeit(20-0 final score).
14. Athletes are only allowed to play on one team per age division in the tournament. Players from a younger division are allowed to play up and/or on multiple teams. Any modifications or requests regarding this rule must be approved by the tournament director AND the opposing coach prior to tip-off.
15. All decisions made by the Tournament Director **ARE FINAL.**

