

PINNACLE HOOPS DEVELOPMENT TOURNAMENT RULES

PROCEDURAL:

EACH TEAM provides one scorekeeper! That person gets in for FREE. There is to be NO harrassment of scorekeepers! There will be one from each team so they will be able to double check each other to ensure it is a fair process, plus a court supervisor will be monitoring all games.

BEFORE YOUR GAME:	Teams MUST arrive 30 minutes prior to ALL games! Never earlier than 30 minutes to a site's first game of the day! Warm up clock starts right at end of previous game, your game starts right after, there is NO forfeit grace period! Games WILL start up to 15 minutes early! None start more than 15 minutes early without both coaches consent. No time is given to get sneakers or uniforms on or to stretch at the bench, this is done before warm-ups Coaches need NOT enter teams into scoresheets, scorers will do that for them as game goes on.
DURING YOUR GAME:	Have subs at table or designated area, players will not be called in from the bench by yelling sub. Please bring your team out after first horn of the timeout. I will make sure they do not cut timeouts short, in turn please do not put them in position to have to put the ball down to get teams out of timeouts. ONLY 2 non players permitted on the bench! They MUST have on the coach's wristband given at check-in!
AFTER YOUR GAME:	Shake hands, get gear AND garbage (there will be garbage cans at the end of every bench at all sites) and clear bench area for the next team. PLEASE don't have post game talks or let players change at the bench.

GAME PLAY: Standard NFHS rules with the following exceptions:

BASKETBALL: Girls and Boys 4th-6th Grade use WOMEN'S (28.5") ball. All other boys levels use a MEN'S size (29.5") ball.

TIMING: 3 Minute warmups - 16 Minute Stop-Time Halves - 2 Minute Half - OT - 1 Minute - 2nd OT - Sudden Death

TIMEOUTS: 1 Full EACH Half- Neither Carries - 1 Full anytime in regulation - 1st Overtime - One 30 second - 2nd OT - none

FOULS: Players foul out on 6 - Bonus on 10, no double - Last minute of game both teams in 1 & 1 (if lead under 10)

MERCY RULES: 20 point 2nd half lead, clock runs until lead is back under 15. Last 5 minutes of game, clock runs for the remainder if 15-pt. lead. NO FOUL SHOTS last minute of a 15 point plus game. Shooting fouls are automatic points, bonus is 1 point AND ball.

SPORTSMANSHIP: **ALL Technical and Flagrant Fouls will result in 2 points and the ball, the shots will NOT be taken!**
Poor sportsmanship is NOT tolerated. We WILL remove any player, coach or fan we feel is acting inappropriately.
A coach who gets unsportsman tech MUST sit remainder of game, except TO's & half. Every 2 techs player/coach gets TOTAL not per game, they're out of building next game. Any team getting 4 techs in a tourney is excused w/o a refund.

ELIGIBILITY: Players may play for multiple teams in DIFFERENT grade/age levels that they are eligible for, they may not play either for two teams in the same grade level OR play for two different teams in the same game time.

TIE BREAKERS

Head-to-Head for 2 way ties; 3-way ties or no head-to-head play between teams, following is used:

1) Lowest differential teams involved in tie* 2) Lowest differential of all games played* 3) Least allowed per game 4) Most scored per game

Forfeits are NOT used in calculating the differential least allowed or most scored

* **MAXIMUM of 15 points per game differential**