**War hoops General Rules**

•**Running Clock**: There will be two 22 minute halves per game for HS level, **Middle school down is 20 min Halves**. the clock will only stop for injuries, time outs and the last 2 minute of each half for dead balls.

• **5 minutes of warm-up** in between games (subject to change if necessary), 3 minute halftimes (subject to change if necessary)

• **Fouls**: A player fouls out on his **6th** personal foul

• **Uniforms**: Teams listed first or Top is VISITING team and will wear the DARK color. Team on Bottom or Listed 2nd is the Home team and wears Light color Uniforms

• **Bonus**: A team reaches the 1 and 1 bonus on the 8th foul of each half

• **Technical Fouls**: The opposing team is awarded two free throws plus possession of the ball. Two technical fouls and/or flagrant fouls result in an automatic ejection from the game.

• **Overtime**: Overtime is 2 minute in length with a running clock except the last 30 seconds. Each team has (1) 30 second timeout with no carry-overs. 2nd Overtime is Sudden Death –First team scores wins.

**• 20 Point Rule**: If a team is ahead by 20 points or more with 2 minutes or less left in the second half of a game, the clock will continue to run.

• **Delay of Game**: First violation shall result in a warning. Any additional violations shall result in a technical foul being awarded and in those instances the rules for technical fouls come into play.

**• You are responsible for knowing where and when your team plays.**
**Scheduling:**

• The game time will also be the forfeit time. Please arrive at least 30 minutes ahead of scheduled game time to avoid any problems. The tournament director has final decision making authority on all matters including, but not limited to, forfeits.

**Time-Outs:**

**• All teams will have 3 time-outs per game. (1 full / 2 – 30)**
 **No Switching Teams:**

• A player can only play on one team in his age group during the entire event. However, a player can play on another team provided the teams are playing in different age groups and the teams are a member of the same grassroots travel program.
 **CODE OF CONDUCT**

• NO FIGHTING RULE - Any player or coach involved in a physical altercation/fight at any time, on or off the court, will be ejected from the tournament. Further, any player that leaves the bench during a altercation/fight will be ejected from the game and will be suspended from his/her next game. In the event a player leaves the bench and participates in any fashion in an altercation/fight, that player will be ejected from the tournament.

• No cursing, foul language, fighting, physical violence, unsportsmanlike conduct, berating of fans, players, officials, or staff will be tolerated. The game is for the kids and families involved. Please help maintain a positive atmosphere win or lose. Anyone breaking the rules faces a technical foul for their team and possible ejection and suspension from the tournament. Any person found engaging in any of these activities with players, coaches, fans, officials, or event staff will be removed from the premises for the duration of the event without refund. The tournament director has final say regarding these matters.

• Casual profanity/cursing: This pertains to expletives and verbal unsportsmanlike language not necessarily directed at officials or opposing players, but uttered out of frustration. Officials have discretion to issue a technical foul in this instances against the offending player or coach.

• Parent/Spectator Rule: All teams are responsible for the conduct of their parents and spectators in the gym. If any cursing, arguing, Fighting, etc. or similar behavior occurs, head coaches will be asked to control their parent/spectators behavior. In the event they choose
not to or the parent/spectator refuses to act in an appropriate manner, a forfeit may be awarded to the opposing team subject to the discretion of the tournament director.

• Foul language will not be tolerated by anyone. A second violation in a game will result in ejection and a possible suspension from one or more games. Any spectator or parent using foul language will be issued (1) warning by the staff followed by an ejection from the game and/or tournament without any refund.

• No smoking or alcoholic beverages are permitted at any site.

• No bouncing of balls in the school hallways or atriums will be permitted.

• Anyone defacing or damaging property of the school and/or facility at any time will be automatically ejected from the tournament and held liable for all costs.

• All protests must go through the on-site supervisor. If anyone believes any of these rules are being violated by anyone they may contact the on-site supervisor. Said supervisor will investigate all complaints received and will take appropriate action, which could include suspension or expulsion from the tournament. The tournament director has final decision making authority on all matters.

• Please keep all young children from running through the schools or facilities.
• No gambling is allowed at any site. Anyone caught gambling will be ejected from the tournament and the facility.

• Please enjoy yourself, support your child and/or team, and promote a positive and safe atmosphere.