

## **Classic Tournament Rules**

1. Pre-game warm up and half-time shall be a minimum of five minutes.
2. NO games will start before their scheduled start time.
3. Teams must be at gym site thirty minutes before scheduled game time.
4. A total of 3 full and 2 thirty second time outs per game with one extra per overtime. No carry over.
5. Overtime period will be 3 minutes in duration.
6. The first listed will be **home team** and should wear **light** colored jerseys.
7. Home team will be responsible to supply an official score book. Visiting team should be responsible for running the clock. All representatives must be adults and conduct him/herself in an orderly manner.
8. Coaches are responsible for keeping themselves, their players, and their fans **under control** at all times during the tournament.
9. Under **NO CIRCUMSTANCES** will the Classic tolerate rough play or vulgar or abusive language. Players or coaches displaying this type of behavior will be assessed a technical foul and/or will be dismissed from the game or tournament.
10. Identification and proof of age may be required. Inaccurate or false information on a registration form will be grounds for team disqualification.
11. A mid sized ball will be used in all games.
12. There will be no protest allowed and all ruling of the tournament director will be final. The tournament director has the right to disqualify coaches, players, and teams if they display un-sportsman like conduct.
13. A running clock will be implemented in the second half with a 20 point lead. If said lead drops below 20 points, regular rules apply.

## **Tournament Format**

Each team will play three pool games on Friday and Saturday. Each team will be seeded for a single elimination tournament on Sunday, depending on number of teams tournament play could begin Saturday night. Number one seed will play number 4 seed. Number two seed will play number three seed. Pool winners are decided by the following criteria:

1. win-loss record
2. head to head
3. point spread – maximum 15 points