

# GYM TIME HOOPS BIG EVENTS

## TOURNAMENT RULES

(OSSAA high school rule apply with the following exceptions)

Home team is the first team listed or top team in bracket play and will wear the light jerseys.

Home team will sit on the left side of the scorer's table and warm-up at the opposite end of the court

Visiting team is the second team listed and the bottom team in bracket play and will wear the dark jersey.

Visiting team will sit on the right side of the scorer's table and warm up at the opposite end of the court.

Teams must provide their own warm up basketballs and a game ball will be chosen by the officials

5 minutes for warm-up

Stop clock, 15U -17U – 15 minutes halves – 12/6<sup>th</sup> – 14U/8<sup>th</sup> 14 Minutes halves

7U/1<sup>st</sup> – 11U/6<sup>th</sup> = 12 minute halves –

## Over Time

2 minute first overtime period – Sudden death 2<sup>nd</sup> overtime

Shoot one plus one (bonus) on the 7<sup>th</sup> foul of each half, 10 Fouls Double bonus

3 Time outs per game - One (1) additional time out for each overtime period

## **Tie Breaker for Pool Play**

Two (2) teams tied – head to head competition

Two (2) teams tied but didn't play head to head competition- points differential in pool

Three (3) teams tied- points involving those (3) teams only

Four (4) teams tied – points involving all four (4) teams

Clock will run in the second half if there is a 20 point or more lead

Maximum points for a win or a loss is 15 points

Team White +15 Team Blue –15

Ejections (Coaches and Players) Any player or coach ejected will not be allowed to participate in their next game