

# RULES

<b>Format</b>	All teams play in Showcase games
<b>Rosters</b>	Rosters should be emailed to michaelwholey@gmail.com. Scoresheets should be filled out with complete name of each player and turned in to the table 15-minutes prior to game time.
<b>Game Length</b>	2 - 16 minute stop clock halves
<b>Warm-up</b>	Five (5) minutes per game
<b>Halftime</b>	Five (5) minutes
<b>Running Clock</b>	If at any point during the contest the scoring margin exceeds twenty-five (25) points the clock will revert to running time. Clock will return to a stopped clock with the deficit goes below fifteen (15) points.
<b>Timeouts</b>	Three (3) 30 sec timeouts per team
<b>Overtime</b>	One (1) minute stop clock first overtime, then sudden death second overtime
<b>Bonus Foul Shot</b>	One-and-One Awarded on the tenth foul of each half
<b>Foul Limit</b>	Six (6) per player
<b>Start Time</b>	Game time is start time. If a team is late, the game clock starts and a point will be awarded to the opponent for each minute the team is late, until fifteen (15) have run off the clock. At that time, the absent team forfeits the game.
<b>Home/Visitor Uniforms</b>	In pool play, the first team listed is the home team and should wear white or light uniforms. The second team listed is the visiting team and should wear dark uniforms. In the championship bracket play, teams that are listed at the top of the bracket will be designated as the home team and should wear white or light uniforms. Teams listed on the bottom of the bracket will be designated as the visitor teams and should wear dark uniforms.
<b>Game Balls</b>	Home team has to provide the game ball.
<b>Rules of Play</b>	Will play the NCAA and Girls AAU Women's Basketball Rules without a 30-second shot clock. We do not follow high school rules. There is a 10-second backcourt. 5-second calls apply with dribbling closely guarded and on held ball.
<b>Free-throws</b>	6 people are allowed on the free-throw line. No players are allowed below the box. Everyone plays the release except the shooter.
<b>Technical fouls:</b>	When a technical foul is called play resumes where it left off. After the technical is shot, the ball is returned to the team that had possession at the time of foul. If the coach gets 1 technical, they will be allowed to still stand. After the 2nd technical, the coach will have to leave the bench.
<b>Protests</b>	No protests will be allowed for this tournament.

## **SPORTSMANSHIP AND PROFESSIONALISM**

- Do not use profanity. Do not embarrass your players. Do not get thrown out of games.
- Do not complain about the officiating to site directors or staff members. Keep in mind that no one at your site assigned the officials and the officiating is completely beyond their control. Complaining will not achieve any positive result, and conversely it tends to make your program appear weak.
- Do not complain about your schedule (i.e. who, when, or where you play) to site directors or staff members. They had no part in the scheduling of the event.
- Do not leave the tournament early because of poor planning or poor performance. This is the ultimate act of disrespect to your opponents and displays to your players either disorganization, a losing attitude, or both. Leaving the event early may result in your team not being allowed to participate in the event next year.