

Team:

1. **Game Time is Forfeit Time No Exceptions.** Teams are expected on the floor at the designated time. Teams must have five players and a coach to begin a game.
2. Teams must have matching jerseys with a number displayed on the back.
3. Each team will be listed as home or away, the home team must wear their light-colored uniforms.
4. All players must have their last name and number listed (printed) on the score sheet prior to the start of the game. Each team must supply 1 person to do the clock or scoresheet
5. Teams are responsible for any damages to the facilities and equipment that are caused by them. Any damages to the facilities and/or equipment, or misconduct deemed inappropriate by the Event Director will result in ejection from the event. There will be absolutely no refunds or awards given to any team ejected.
6. **Coaches and teams are expected to check-in at least 30 minutes before their first scheduled game.** Coaches are advised to check the master schedule at the event and compare that schedule to any previously printed schedule prior to their first game.
7. Team with the best record wins the pool. In the event 2 teams end up with the same record the team with the fewest defensive points allowed in all 3 games will be the winner

Games:

MHSAA HIGH SCHOOL RULES – Will apply except for the following:

All games will be twenty (20) minute running halves with the clock stopping the last fifteen (15) seconds of the 1st half and the last (2) minutes of the second half. If a team is winning by 20 points or more the clock will continue to run during the last 2 minutes of the game. If the score drops below 20 points during that time the clock will be stopped. Teams will be given two (2) thirty (30) second time-outs per half. Time-outs can't be carried over at any time. Teams will be given a maximum of two (2) minutes for half time.

Press Rule:

4th and 5th grade no press 6th grade and up can press. Any team leading by twenty (20) points will not be allowed to press. Teams will be warned only once, and if they are continuing to press, they will be given a technical foul. If the score drops below 20 points, teams may press.

Overtime:

Jump ball will start each overtime. A one (1) minute running clock with the clock stopping for only the last fifteen (15) seconds will make up the first overtime period. If a second overtime is needed, it will be sudden death overtime (first team to score in any manner wins).

Fouls:

All players receive 5 fouls max

Free Throws:

1/1 after 7 fouls

Double Bonus after 10

General:

1. The Event Director reserves the right of the final decision pertaining to any action committed by a player, coach or fan. The Event Director also reserves the right to change/modify any of the rules above. This will be done in the best interest of the players not the coach or fans.
2. **POOR SPORTSMANSHIP WILL NOT BE TOLERATED!** We expect **COACHES, PLAYERS, and FANS** to be on their best behavior. Violators will be asked to leave the facility.