



Tournament Rules

Game Playing Times

20-minute running clock

- The clock stops last 2 minutes of 2nd half.
- clock continues to run if lead is 20 points.
- clock stops during time outs.

1st OT period 1 minute (fouls continue from 2nd half).

Sudden death after that (fouls continue from first OT)

Half time is 2 minutes.

Minimum of 3 minutes to warm-up before games.

Fouls

Each player is allowed 5 personal fouls.

7 team fouls per half = double bonus.

Timeouts

Each team has two 30 second timeouts per half. Timeouts do not carry over.

Overtime games:

- Each team is awarded 1 full timeout.
- No additional timeouts are given in 2 OT / sudden death.
- Timeouts do not carry over from regulation to overtime.

Mercy Rule:

No press after your team has a 20-point lead or greater.

Pool Play Tiebreaker:

1. If two teams are tied within the pool, head-to-head competition between the teams determines the winner.
2. If two teams are tied or rule #1 does not determine the winner, a point differential tiebreaker will be applied. The maximum number of points you can win or lose is 15. In the case of a forfeit, the score will be 15-0.
3. If the 15-point rule results in a tie, then we go back head-to-head. The final tiebreaker is the least total points allowed.

**Ball Size:**

- * Boys Grades 2nd-6th will use 28.5" ball.
- * Boys Grades 7th and above will use 29.5" ball.
(If 6D1/7D2 divisions are combined – use 28.5" ball)
- * Girls Grades 2nd-3rd will use 27.5" ball.
- * Girls Grades 4th and above will use 28.5" ball.

Players:

Each team must have an active roster – player not on the roster will result in a forfeit.
Cannot play D1/D2 in same grade.

You must play the entire weekend (not show up only on Sundays) unless approved by the tournament director.

Sportsmanship Policy**Coaches:**

- 1st technical seatbelt rule remainder of tournament.
- 2nd technical removal from tournament.

If an official calls a technical foul on the parent / fan from the team the coach gets the technical and steps above follows.

Good sportsmanship and cooperation are both anticipated and expected. Poor sportsmanship could result in penalties against the offending player/team in either technical, intentional, or flagrant fouls. Failure to comply with the spirit of Mid-Columbia Hoops tournaments with acts such as fighting, taunting, intimidating or verbally attacking a court official, player, or spectator may lead to removal from the tournament. Court officials and tournament directors have the right to remove any spectator at their discretion if good sportsmanship is not being displayed. Decisions made by court officials and tournament directors are final.

Removal from the tournament will be for the entire tournament.

If you have any questions or concerns, please contact the tournament directors below:

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