

Holiday Hoop Classic Tournament Rules

- 1° **CLOCK:** All tournament games are 20 minute running clocks unless otherwise stated. The clock will be stopped in the last 1 minute of the first half and the last 2 minutes of the second half, unless one team is ahead by 20 or more in either half in which case the clock will continue to run except for free throws and all timeouts.
- 2° **TIME OUTS:** Each team is allowed four timeouts per game. (3) 30's. Use them anytime
- 3° High School rules will apply with the exception of the use of the 30 second clock and the above mentioned rules 1 & 2. We will use the 10 second time line, and over & back. We also will use the 5 second closely guarded rule.
- 4° **PRESS:** Teams may not press with a 15 point (or greater) lead.
- 5° **Half time:** 3 minute half times unless the tournament is running behind, the tournament director may reduce the half time duration.
- 6° **Technical fouls:** result in 2 points and ball possession for the other team. A second Technical Foul on a Coach, or player results in ejection.
- 7° **Warm Up:** Each team will be allowed a 3 minute warm-up unless the tournament is running behind then the tourny director may reduce the warm-up duration.
- 8° **OT:** First overtime is 2 minutes. Second overtime is sudden death, including free throws. All start with a jump ball. Each team will be given one timeout to use in each overtime. Timeouts do not carry over in any overtime games.
- 9° Boys 4th, 5th & 6th grades will use the 28.5" ball. 7th & above use boys ball.
- 10° All teams must have two different colored jerseys for their players. In case two teams show up to play with the same jersey color the team listed first or on the top of the schedule will be designated as the visiting team and must provide a different colored jersey for that game.
- 11° Any disputes will be settled at the time of the dispute by the referees, gym monitor or tourny director.
- 12° Tie breakers are as follows: 1st tiebreaker win loss record, 2nd tie breaker is total points differential for each game played in round robin, 3rd tiebreaker is head to head.
- 13° In the event of unsportsmanlike conduct by fans/coaches/or players, the officials will call both coaches together for a warning. After that (1) one warning any future unsportsmanlike conduct by either team will result in the ejection of the offending fan coach, or player. THERE WILL BE NO REFUNDS due to any ejection/s.
- 14° All tournament games will have a gate charge. Concessions will be available by the host club at the tournaments.
- 15° A player may play on a maximum of two teams in the tournament and only if they are playing up in a different division. A player may not play on two teams in the same division. A player may not play down in grade. Any player playing on two teams in the same division, or playing down in grade will cause the second team they play on to forfeit all games they played in, and again no refunds. Team having multiple grades on their team must enter at the highest grade, unless otherwise approved by tournament director.
- 16° If a players grade is challenged the challenged coach/player must provide an AAU Card, Birth Certificate, and/or picture ID stating age / Grade.

Thank You All
Eric Tregoning
Tournament Director