

TOURNAMENT RULES

High School rules with exceptions:

** **2 - 20 minute halves** with a 3-minute halftime. Running clock, **stopped the last two minutes of both halves**. Teams will be allowed a minimum of 4 minutes warm-up time from when the previous game ends.

** 2 – 30 second time-outs for each team per half, no carry-over.

** No 30-second shot clock – 10-second backcourt will be called. 5 second closely guarded called.

** The first overtime will consist of 2 minutes stop clock with 1 - 30 second time-out per team (no carry-overs). The second overtime will be sudden death with no clock and no time-outs with the first team to score being declared the winner.

** Each player is afforded **6 personal fouls** before being disqualified.

** **Press and Mercy Rules:** A team may not press full court once they are up by 20 or more points. They may return to pressing once the point differential is brought below 20 points. If a team is up by 20 or more points in the second half, the clock will continue to run the last two minutes of the second half, except for timeouts, unless the point differential is brought to 10 points or less.

** Players need reversible or light and dark jerseys w/ numbers. Players last name along with the jersey number must be on the official roster or the official score sheet before the first game to be eligible for any games in the tournament.

** Each player may participate on only one team per division but may play up in a higher division **within the same basketball program or organization** unless that second team is the player's same school team.

** Tie-breakers for pool play are as follows: 2 teams) Head-to-head match-up. 3 or more teams to determine 1st place) Least points scored against each team **considering only the teams involved in that tie. If four or more teams in a pool, Tourneymachine points for teams not in tie do not apply.** 2nd place reverts back to head-to-head.

** Technical fouls will result in 2 points and possession for the other team. 2 technical fouls during a game on any one participant, player or coach, will result in ejection from that game and that participant must leave view of the court and will not be eligible for the next scheduled game for that particular team.

** Coaches are responsible for the actions/behavior of their fans and may be asked by officials to keep fans in line to avoid fan's ejection at the officials' discretion. Fans that are ejected from a game must leave view of the court and may not return for the next scheduled game for that particular team and will not receive a refund.

** Home team listed second will wear white or light colored jerseys. Tournament directors reserve the right to make a decision regarding a home team wearing a dark jersey.

** Each team must provide a capable person to work clock or book. These scorekeepers may sign in and thus will not be charged admission. Teams are allowed 1 head coach and 1 scorekeeper or assistant coach to sign in and not be charged admission.

** Players earrings must be removed.

** SYB has the right to merge divisions in order to fill enough teams.

Any game related issues that cannot be resolved between coaches and officials will result in a decision made by the tournament directors. That decision will be final.

Thank you for participating,

Seattle Youth Basketball

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