** 212 Hoops Spring Jam Rules **

1. PIAA Rules unless otherwise stated.

2. Each team should have a numbered light colored and a numbered dark colored jersey. **Home team is the team listed first on the bracket. TEAMS MUST PROVIDE 1 TABLE OPERATOR (scorer/clocker**). They will receive **FREE** admission band for the tournament.

3. Warm up is 5 minutes long and halftime is 4 minutes long unless adjusted by site director.

4. Each team will receive 3 full timeouts (45 sec) per game. In the event of overtime, each team will receive 1 full timeout. Regulation timeouts do not carry over. The 1st overtime period will be 1 minute stopped clock. Second overtime period is sudden death, 1st score wins. In OT, the Referee has the authority to stop the clock or add time back on the clock for any anomaly.

5. Each team should be available for their game at least 15 minutes prior to the start of their game. Games may start early if both teams are present and site director agrees.

6. All games are subject to the Mercy Rule. The Mercy Rule is a 20 pt differential in the 2nd half. A running clock will be enforced. If the score drops below 20 the clock will stop again.

7. A technical foul against a player will be counted as a personal foul. Each player is permitted 5 personal fouls before being disqualified from the game.

8. Any player or coach receiving 2 technical fouls in a game will be ejected from the game and will be ineligible for the remainder of the game and possibly the tournament (Site Director’s decision).

9. The Head Coach may walk the length of the bench. Assistants must sit.

10. A 10 minute grace period will be given to each team. If the team has not taken the court by that time it will result in a forfeit of the game.

11. The referees and/or site director will not tolerate swearing, taunting, or fighting. Spectators have the privilege not the right to enjoy the competition. Unruly spectators will be removed from the premises.

12. Grades 3-6 will use a 28.5 ball and 7-12 will use a 29.5 ball. **Also, in the 3rd-4th grade divisions no team may press if they are ahead by more than 25. If the losing team gets the score under 25 the winning team may press again.**

13. **Waivers must be signed and presented to the tournament officials prior to the participants 1st game**. Failure to do so will result in not being able to participate. Each participate in the tournament must be covered by his/her own insurance.

14. Game lengths: 3rd – 6th 12 minute halves

7th – 9th 14 minute halves

10th – 11th 16 minute halves

15. ALL PLAYERS can only play on 1 team per grade bracket. If caught playing on multiple teams in the same grade racket, both teams will forfeit all games and the player(s) will be disqualified form the tournament. NO EXCEPTIONS!

16. Please see tie breakers on the next page.

**17. ALL DECISIONS BY THE SITE DIRECTOR OR TOURNAMENT DIRECTOR(S) ARE FINAL!**