

**TOURNAMENT RULES**  
**BURGER KING/PETER PIPER PIZZA**

- 1. COACHES BADGE RULE IN EFFECT: You must have badges on to be on the bench**  
Scorekeepers, Refs, site managers will enforce. If not (start of each half and end of each half will be Technical) (8 points)
- 2. TEAM REGISTRATION:**
  - a. Teams must register 30 minutes before their first game. A roster and tournament fee must be received 1 week before the 1st game or your team will not be scheduled.
- 3. PLAYER ELIGIBILITY:**
  - a. Protesting a players Eligibility must be done before the start of your game, once game is completed you may not protest a players Eligibility.
  - b. Coaches must bring copies of all players report cards birth certificates or City IDs.
  - c. **A player must participate in one of the pool games to be eligible for tournament play.** Teams failing to meet the rules will forfeit all wins.
  - d. A player cannot play on multiple teams within the same age division.
- 4. FORFEITS:**
  - a. A team failing to arrive at game time will have a 10minute grace period before being disqualified.
- 5. PROTESTS:**
  - a. All protests will be decided between the two participating coaches and mediated by tournament director.
  - b. Tournament director has final decision on all disputes.
- 6. POOL PLAY:**
  - a. Each team will play pool games in which tournament seeding will be decided by win/loss record.
  - b. If a Team forfeited any of their games in pool play they outright get the lowest seed.
- 7. TOURNAMENT PLAY:**
  - a. Championship and consolation (third place) games will be played.
  - b. Single elimination tournament will be done after pool play and despite "pool play" win & loss records all teams will be placed in a Championship bracket or a Consolation Bracket.
- 8. GAME RULES:**
  - a. National High School rules will apply.
  - b. All GAMES ARE TWO RUNNING "18" MINUTE HALVES. CLOCK STOPS THE LAST "2" MINUTES OF THE SECOND HALF.
  - c. IF A TEAM IS WINNING BY MORE THEN 20 POINTS WITHIN THE LAST TWO MIN, CLOCK WILL NOT STOP.
  - d. If any game is tied at the end of regulation, a 3min - 2min OVERTIME FORMATE WILL TAKE EFFECT WITH STOP CLOCK RULES last minute. If game has not been decided after second over time, then sudden death, first point wins. Each team has only one timeout for each over time period.
  - e. Each team will be permitted two timeouts per half 1min each. No time - outs can be carried over.
  - f. Each PLAYER WILL FOUL OUT ON THEIR 5th FOUL.
  - g. On the 7th team foul in a half, the opposing team will be awarded a one in one free throw opportunity. On the 10th team foul in a half, the opposing team will be awarded two free throw opportunities.
  - h. Unsportsmanlike conduct will not be tolerated. Game officials and tournament director have the discretion to determine all issues.
  - i. There are no Technical foul shots all Technical fouls will result in 2 points awarded to the other team.
- 9. BASKETBALLS:**
  - a. A full size ball will be used for all 11U boys and above.
  - b. Girls size regulation ball will be used for all girls games.