

## Tournament Rules for the All-In Hoopfest

Games will be played under National Federation Rules rules with the following exceptions:

Warm-ups are 5 minutes long (minimum)

Halftime is 4 Minutes Long

Each team is given 3 (45 second) timeouts per game. No carryover in overtime. Each team is allowed 1 timeout per overtime session.

-A Player can only play on one team in the entire tournament. Players are not permitted to play on multiple teams in multiple age groups. NCAA rule of only 5 games in 2 days applies to this event.

All games will be played using 29.5 basketball

-Overtime will last 2 minutes. Each subsequent overtime lasts 2 minutes.

-Bonus will begin on the 9<sup>th</sup> foul: 1 and 1

-Double Bonus will begin at 11 Fouls: 2 shots

Personal fouls: 6 per player.

Game Lengths:

U/13 & U/14	14 Minute Halves
U/15 - U/17	16 Minute Halves

Clock Stops on all normal whistles

Mercy Rule in the last 8 minutes of the 2<sup>nd</sup> half only, Clock becomes continuous if the one team is ahead by 25 or more points. If score goes below 20 points, clock stops again on all whistles.

1. **Conduct Code:** All players and coaches must exercise good conduct during games. Profanity will not be tolerated. Violations will result in technical fouls and/or ejection.
2. All coaches must be approved by the NCAA.

The All-In Hoopfest will provide a Clock operator. The home team must provide the official book for each game.