

## **RULES AND ADMINISTRATION**

1. General Admission Prices: \$12 daily Weekend Pass \$20 10u \$6 daily weekend \$10

**\*\*\*\*SEATING - FANS ARE ENCOURAGED TO BRING THEIR OWN CHAIRS DUE TO LIMITED SEATING  
PLEASE CHECK SCHEDULE ONLINE PRIOR TO COMING TO THE GYM FOR YOUR FIRST GAME!!!!!!**

**Only 2 coaches per team will be admitted free of charge.**

MARK SILLS : TOURN DIRECTOR: 610-800-2590

WILLIE WILLIAMS: TOURN DIRECTOR: 215-327-1351

**2. GAME TIME IS FORFEIT TIME.** Games will be played with 14 minute stop clock halves, OT is 2 minutes. 2<sup>nd</sup> OT is sudden death. Timeouts are 1 first half and 2 second half or 2 first half and 1 second half, use them or lose them, no carryover. 1 timeout per OT session, no carryover. Time between halves will be 3 Minutes.

3. Standard local rules apply except for: 1 and 1 on the 10<sup>th</sup> foul, 2 shots on 13th foul. 5 Personal fouls for disqualification.

**COACHES MUST STAY WITHIN BENCH AREA TO AVOID TECHNICAL FOULS.**

**4. CHAMPIONSHIP FORMAT :** \*Teams will not be penalized for playing an extra game to balance out the tournament.

3 teams : a semi-final game will be played between 2<sup>nd</sup> seed and 3<sup>rd</sup> seed with the winner playing the 1<sup>st</sup> seed for the championship. 4 or 5 teams: Top two teams will play for the championship

Pool Play 2 pools : the winner of Pool A will play the winner of Pool B

Pool Play 4 Pools: Semi-Final : The winner of Pool A will play the winner of Pool D and the winner of Pool B will play the winner of Pool C. The two winning teams will play for the championship.

### **TIEBREAKING SYSTEM:**

1) **Head to Head Play:** The team that wins the head to head competition between the two tied teams will move on.

2) **Point System :** A point differential system will be used if two or more teams are tied. Teams will receive a maximum of +15 points for a win and a maximum of -15 points for a loss. The team with the most positive points will be first followed by the next most positive point total. If two teams are still tied, they would revert to the first tie breaker system.

3) **Defensive Point System:** A total defensive point system will be used if three teams are still tied. The teams with the least amount of aggregate points given up would move on.

4) **Coin Flip** If all else fails, a coin will be flipped.

5. Each team is responsible for providing a book keeper/ time keeper and must have their team/player documentation on site in the event of a challenge by another coach.

6. Games will be played at:

**Location:** 8221 Preston Court, Jessup, MD 20794

7. **ONLY PLAYERS AND COACHES WHO HOLD AAU CARDS CAN SIT ON BENCH. NO SPECTATORS.**

8. Any player or coach who is ejected from a tournament game will be dismissed for the remainder of the tournament.

9. Mercy rule will be in effect for games in which one team has a 25 point lead in the second half. This will trigger a running clock for the remainder of the game.

10. **ALL TEAMS MUST BE AT THE FACILITY 30 MINUTES PRIOR TO THEIR GAMES**

11. If a player does not play in at least one pool game, they are not eligible to play in bracket play, semi finals, or final games.

12. After a team reaches a 20 point lead they can no longer press full court.