

FURY INVITATIONAL and HoopFest RULES

Note: a player may participate on 2 teams if teams are from same club/organization, compete in different divisions and player is eligible in both divisions.

High School rules apply with the following exceptions:

1. Five minutes minimum warm-up prior to the game. Five-minute clock will start AS SOON AS FLOOR CLEARS FROM THE PREVIOUS GAME. The Tournament Director or Officials will set the clock. It is the team's responsibility to get to the floor. Game will start promptly after 5 minutes expires. First game of the day will start on time. GAME TIME IS FORFEIT TIME unless decided by Tournament Director or Site Director.
2. Next game teams are to STAY OFF THE FLOOR WHILE PRIOR GAME (INCLUDING HALF-TIME) IS IN PROGRESS. No bouncing of balls in gym while game is in progress. Technical fouls will be assessed at the start of your game for violations. It is the coach's responsibility to arrive on time to insure proper warm-up of their team. Teams are strongly encouraged to do stretching and running outside the gym prior to taking the floor.

Girls Game Lengths:

4th – 6th Grades: 20 Min. running clock Halves with stop-clock the final 2 minutes of the game

7th - 8th Grades: 14 Min. stop clock Halves

NIT : 14 Min. stop clock Halves

NCAA & Open/WNBA: 14 Min. stop clock Halves

Boys Game Lengths: 20 Min. running clock Halves with stop-clock the final 2 minutes of the game

Half-time & OT: Half-time is 5 minutes. First OT is 2 minutes stop clock. Additional OT periods are 1 minute running clock. No additional timeouts, timeouts can be carried over to OT

20 Point Rule:

If a team falls behind by 20 POINTS or more in the second half of a game, the clock will become a RUNNING CLOCK for the remainder of the game. If the margin drops below 15 POINTS, the clock will become a stop clock again.

Time Outs:

4 – Full (1min) time outs per game.

Free Throws:

One and one free shots will be awarded on the 7th team foul of a half and will remain one and one for that half. Two shot fouls will be awarded after the 10th team foul of each half.

Technical:

Two technical fouls on a COACH OR PLAYER are an automatic ejection from the game. Coaches must leave gym upon ejection. NOTE: Any coach ejected from a game is ejected from the tournament and may not be reinstated without expressed permission from the Tournament Director(s).

Apparel:

Shirrtails of uniforms must be worn inside except on uniforms designed to be worn on the outside. Technical foul will be called upon the second warning to team.

Coaches:

No more than four coaches will be allowed on the bench at any time. This means only 4 bench personnel. Two coaches passes (bands) maximum per team will be provided in the check-in package. Additional adult tournament bands must be purchased if you have more than 2 coaches for a team.

Refreshments:

NO FOOD, COOLERS, JUGS or any other types of concessions will be allowed at any tournament site or in any gym.

TIE BREAKER

If there is a tie between two or more teams after pool play is completed, the following routine is used to determine which team (s) advances.

In a situation where 2 teams are tied, "head-to-head" competition between the 2 teams will determine the winner. If more than 2 teams are tied, a point differential (maximum of 15 points per game) Tiebreaker will be applied. The point differentials of each game are totaled and the teams are ranked accordingly. In the case of a three or more-way-tie, the team with the highest point differential is declared the top team, points will continue to be used until 2 teams remain at which time head-to-head will be used. If head-to-head is not available, point differential will be used.

In case of a three or four-way tie with points all even, then the Tournament Director will conduct a coin flip with odd man out until there are only two (2) left and then refer back to the original head-to-head.

COACHES

- Home Team supplies game ball and scorekeeper. The Visitors Team supplies clock worker.
- First team listed on master schedule is the home team and wears light jerseys. In bracket play the top team listed is home team and wears light jerseys.
- You must supply your own practice balls.