



Tournament Rules

No Game starts before the scheduled time

Teams will forfeit game if they are 10 minutes late after start time

16 Minute Halves Stop Clock 12th, 11th, 10th, 9th, 8th

14 Minute Halves Stop Clock 7th, 6th, 5th

3 Full Time Outs

2 Minute Half Time

Mercy Rule- 20 points or more running clock. Clock will stop once score is under 15 points

5th- 8th grade No Pressing after 20 points difference. Press after score difference is under 10

1 and 1 After 10 Fouls

2 Foul Shots on 12th Foul

Foul Out at 6 Fouls per game

2 Minute Overtime with one additional Full Time Out

Sudden Death

Away team assistant coach will operate clock; Home team assistant coach will be the scorekeeper.

Each Team must bring your own basketballs for games and warmup.

A Coach must sit after their 1st technical Foul

Pool Play Tie Breaker

In any situation where two (2) teams are tied, head-to-head competition between the teams will determine the winner.

If more than two (2) teams tie or have not played each other, a point differential tiebreaker will be applied. The point differentials of the teams involved in the tie are totaled. (The maximum that you can beat a team and still gain an advantage is 15 points.)

If there is still a tie, the sum of final scores by the team's opponent in all games. Participants with a lower number are placed higher in the standings.

If there is still a tie, the sum of final scores by the team in all games. Participants with a higher number are placed higher in the standings.

The score of all forfeits shall be 15-0

If there is still a tie, a flip of the coin will determine team placement

FIGHTING AND PLAYER/COACH/SPECTATOR MISCONDUCT ON COURT OR OFF COURT

IS STRICTLY PROHIBITED AT ALL MID ATLANTIC HEAT EVENTS!

The court referee/officials have final say in all player fouls and or misconduct.

Once a

personal, intentional or technical foul is issued any further player misconduct could lead to

an ejection and continued physical altercations after the whistle can be viewed as fighting.

If the first action is deemed excessively violent any parties involved may be suspended.

Fighting will be defined as any deliberate action taken by an individual to cause physical

harm to another player, spectator, coach or official.

If a referee witnesses' player(s) engaging in a fight, an immediate ejection can/will follow. An

ejection carries a penalty of suspension for the players/parents/coaches involved for the

remainder of the tournament. The suspended parties then cannot participate in any more

games for the remainder of the weekend as a player, coach or spectator. With regards to the

suspended individuals if a second instance of player misconduct follows anywhere inside an event facility, the tournament director has the authority to eject the whole team.