

## THE SELMA INVITATIONAL / SUMMER HARDWOOD CLASSIC TOURNAMENT RULES

1. The elementary and middle school divisions will run two 16 minute halves
2. The high school division will run two 20 minute halves
3. Overtime sessions will be 3 minutes
4. Running clock. No running clock last two minutes of each half. Clock will only stop for timeouts and injuries before then. After a time out the clock doesn't run until the ball is rebounded or it is taken out of bounds. If an official is just holding the ball the clock will stop as well. The clock will not start again until the ball is inbounded. Also if a team is ahead by thirty points the clock will not stop the last two minutes of the half unless a timeout is taken.
5. Each team will be given five time-outs. Three full and two thirties that can be used anytime in the game. Over time the team gets an additional time-out each overtime period. Time Outs roll over into overtime
6. Referees have the right to eject any coach, parent, or fan from the gym if there is any inappropriate behavior or language. Bad sportsmanship will not be tolerated. Any misbehavior or misconduct on or off the court will be subject to individual and/ or team disqualification from the event. No refunds will be issued for the individual or the team.
7. Players foul out at 5 fouls
8. Protest fee is \$150 (for age or grade of a player)
9. 3 minute warm up and 3 minute half time
10. No coolers on gym floor each team is responsible for cleaning up after themselves after they play
11. Home team must keep official book they are listed first. The book keeper must alert the referee of any players fouling out and when a team is shooting foul shots
12. When a team gets to 7 fouls one and one foul shots will start
13. When a team gets to 10 fouls double bonus foul shots start
14. Home team must provide game ball
15. Each team must have their own balls to warm up with
16. Home team wears white unless their dark uniform is a different color from the visiting team uniform
17. Any tie breaks will be determine through head to head play and point differential
18. In divisions that have 5 teams after the first two games the point system will determine their ranking for bracket play. The most points that are allowed is + or – 15pts
19. If a division is still unsettled and head to head won't determine who advances then the points from all games a team played will be added up to determine who advances.
20. If a team has below five players and wants to play they will be allowed to play. That is starting the game and finishing the game.