

## Tournament Rules

1. OHSAA rules will be followed unless differ from rules below
2. 1<sup>st</sup> or top team listed is the home team and the 2<sup>nd</sup> or bottom team listed is away
3. Home team keeps the book, away team keeps the clock
4. Teams must use provided score sheet and it must be fully filled out or it could result in a loss in pool play for teams
5. All rosters due before first game and are final with a maximum of 12 players per team. You cannot add players after your first game tips off.
6. Pressing is allowed in grades 3<sup>rd</sup> and above
  - a. Press must be pulled when there is a 30+ point lead
7. 4 full timeouts per game. There will be 1 additional timeout per overtime with no carryovers
8. Overtime is 2 minutes for the first two overtimes and 1 minute from then on.
9. There is a 20-minute running clock for all divisions with the last minute of both halves being stop and go
  - a. If a team is up by 25+, clock will continue running
10. Halftime is 3 minutes but can be shortened if running behind
11. No Coed teams allowed. Boys and Girls must compete in their respective divisions
12. 7<sup>th</sup> team foul results in bonus (1-and1), 10<sup>th</sup> foul results in double bonus (2 shots)
13. Players foul out on 5<sup>th</sup> personal or 2<sup>nd</sup> technical
14. For boys we use a 28.5" ball for grads 2<sup>nd</sup>-6<sup>th</sup> and a 29.5" for grades 7<sup>th</sup>-12<sup>th</sup>
15. Tiebreakers are determined as follows: head-to-head, point differential (+/-20), lowest points allowed, and lastly a coin flip
16. Players can only play for one team in their respective division and cannot play for more than two teams total. One team must be their respective age/grade, and the second must be in an older division
17. Each team is allowed two coaches admitted at no charge for the entire weekend. Coaches for each team will be given wristbands for the entire weekend and must be worn to admitted. If you lose your band or give it to someone else, you and the person you gave your band to will be required to pay, no exceptions
18. If you wish to protest a game, it must be done in writing within 30 minutes of the conclusion of the game being protested, as well as a fee of \$100.
  - a. If a player on your team is being protested for age or grade, you must provide a copy of his/her birth certificate or both within 15 minutes of being asked
  - b. This is a grade/age based tournament, meaning a player must play in the grade they are in or a higher grade and must follow the AAU age rules listed on our website.
19. No dunking or hanging on the rim or net before a game or during halftime. Failure to comply will result in a technical
20. Any player who throws a punch, whether it connects or not, will be ejected for the remainder of the tournament. If two players from the same team throw a punch, the team will be removed from the tournament. This includes retaliation
21. Teams may start and end the game with less than 5 players
22. Game time is game time, but at the discretion of the tournament director there could be a grade period

All questions and concerns must be brought to the attention of the tournament director. The director's decision is final. The director may amend any rules as he sees fit for the good of the tournament. Protestable issues must go through the protest procedure.

Tournament Directors: Tom Sunderman: 513-235-9007, James Deaton: 513-289-6223