

# 2012 “”CASTLE RUMBLE” TOURNAMENT RULES

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## SCHOOL TOURNAMENT:

1. **SCHOOL TOURNAMENT ONLY.** Roster must include players that currently attend the same school or currently attend schools that feed into the same high school.
2. Players must participate in their present grade level of school.
3. Players are permitted to play up but not down.
4. **Signature from Varsity Basketball Coach** validating the players attend only the school which is being represented.
5. Documentation confirming grade level must be provided upon request by the tournament director.
  - a. Head coach is responsible for having this information at all times
  - b. Failure to provide information can result in forfeiture of games and elimination from tournament

## GAME RULES:

1. Team listed first is HOME and will wear WHITE uniforms
2. IHSAA rules apply to all games except for the following:
  - a. ***Tournament Director can change the rules of the game for scheduling purposes or other issues as they may arise. However, every effort will be made to not change game times.***
  - b. 12 minute halves.
  - c. At least 5 minute warm-up. No games will begin prior to scheduled times unless agreed to by both coaches.
  - d. Halftime will be no more than 5 minutes and will be reduced if games are running behind.
  - e. TWO timeouts per half. An additional timeout will be given for each overtime.
  - f. Overtime will be 3 minutes.
  - g. Clock will stop on all whistles.
  - h. However, clock will continue to run (except for timeouts) in the last **6 minutes of a game, if the lead is greater than 20 points.**
  - i. Sportsmanship from everyone (coaches, players, fans) is mandatory. Unsportsmanlike conduct can result in technical fouls on the coach.
  - j. If necessary during play, the head coach will be required to immediately warn fans about unacceptable behavior. Failure to do so can result in a technical foul(s) which will be charged to the coach.
  - k. **TWO technical fouls during a game on a coach, player, and/or fans will result in forfeiture of game and disqualification from rest of tournament.**
  - l. ALL referee's decisions are final. There is not an appeals process.
  - m. **NO PRESSING WITH A LEAD LARGER THAN 20 PTS**

## BALLSIZE and GOAL HEIGHT:

1. 7/8<sup>th</sup> grades will use regulation high school ball. **ALL** other grades will use 28.5" ball.
2. 3<sup>rd</sup> grade teams will play on a 9' goal and can shoot either 12' or 15' free throws.

## POOL PLAY / TOURNAMENT SEEDING:

1. Each team will play 2 “seed” games. Each team will advance to a single elimination tournament on Sunday.
2. Tournament will be seeded based on the results of the first 2 games.
3. If needed, tie-breakers for identical won-lost records will be applied in the following manner:
  - a. head to head competition (only applies to 2 teams with identical won-loss records)
  - b. total point spread for all games
  - c. coin flip

**Note:** In the event of identical won-lost records after pool play is complete, the first tiebreaker will be head to head competition, but this only applies to a 2-way tie. Should 3 or more teams have the same won-lost records, tie breaker number two (total point spread for all games played) will be used.