

# “Redhawks Rumble - 2015”

## Tournament Rules

<b>Warm-up</b>	There will be a 3 minute warm-up before every game. The clock will be set at the end of the previous game, team should be standing by..ready to take the court...immediately at the conclusion of the prior game, teams should stretch in the halls or cafeteria area...PRIOR to taking the court to warmup.
<b>Games</b>	All games will have (stop time) halves with a 3 Minute half-time. According to the following list: 8 <sup>th</sup> , 9 <sup>th</sup> , 10 <sup>th</sup> & Varsity Teams – 16 minutes 5 <sup>th</sup> , 6 <sup>th</sup> - 14 minutes Overtime is 3 minutes. Maximum 1 O.T.. If tied after 1 Overtime, 1 <sup>st</sup> team who scores is winner in 2 <sup>nd</sup> O.T.
<b>Time-outs</b>	3 each (30 second) per game. Time outs do carryover to overtime. 1 additional per ot.
<b>Bonus</b>	No one and one....double bonus at 10 team fouls.
<b>Technical/Blatant Fouls</b>	If a team is assessed a technical foul, the opposing team automatically gets two points added to their score and receives the ball at half court. Exception, in the last two minutes of the game (and overtime), 2 shots and gets the ball rule still applies.  If a coach or player is ejected from a game, as a result of a double technical or as a result of an ejection due to unsportsmanlike conduct, in accordance with the new ruling recently adopted by AAU National HQ, to be in force at all sanctioned events: the coach will be ejected from the current game, AS WELL AS THE NEXT GAME. If the ejection is due fighting and/or bench clearing...those cited for the infraction will be ejected not only from the remainder of the game, but ALSO from the balance of the tournament.
<b>Personal Fouls</b>	Player fouls out on <u>sixth</u> foul. Game continues immediately, prompt substitution... <u>no 20 second time out</u> .
<b>Foul Lane</b>	Players can enter upon release.
<b>Backcourt</b>	10 second backcourt is in effect.
<b>Home</b>	1 <sup>st</sup> team listed on schedule. Official Book is maintained by the tournament clock keeper . If a team supplies a book keeper that wants to set at the scorer’s table, said bookkeeper will <u>remain neutral AND silent, i.e. non-partisan</u> . Violations of this rule will have the violating scorekeeper removed from the scorer’s table.
<b>Visitor</b>	Supplies game ball.
<b>Protests</b>	Decisions by the referee are final.
<b>Press</b>	Use common sense and common courtesy. No rule.
<b>Clock</b>	Games go to running time after 25 point lead, (ONLY) when said margin occurs after the mid time point of the second half. That is...no run time in the first half, regardless of score differential. Example: Run time in a 16 minute half time would occur after 8 minutes left in the game if the margin is greater than 25 points. Adjust appropriately for 14 min halves. Clock goes back to stop clock,. if lead reduced to 15 points. The Exception is time-outs.

***Abusive languages by coaches, players and/or parents and other spectators will not be tolerated. Those using same are subject to immediate ejection from the tournament site without refund...not just the game in which the misuse occurs.***

***Early start of games...If and only if, both teams are present, the coaches agree and the officials are present may a game start early. No game shall start earlier than ten (10) minutes before the scheduled start time, without specific approval of the Tournament Director and/or Site Director. (So as to preclude the fact that team members and/or fans may be traveling from another site...and are not all there.)***

***As regards games at Cohoes High School.***

***The tournament "venue" is defined as the competition courts, the hallways (including rest rooms), around the gyms and the cafeteria. Tournament participants are NOT to attempt to enter other portions of the school, especially the upstairs classroom area and running track. Any tournament participants (including players, player's siblings and/or friends) found to be in areas other than the tournament venue, described above, shall be subject to the following.***

- 1. The player involved shall be ejected from the tournament.***
- 2. The player's team shall forfeit the next game of competition.***