

Tournament Rule & Regulations:

- 1. NC HIGH SCHOOL RULES
 - a. 1:1(7 FOULS); BONUS (10 FOULS)
- 2. HOME LISTED 1ST(WHITE) SCORE BOOK; VISITOR LISTED 2ND (DARK) CLOCK STAFF WILL BE PROVIDED
- 3. 2^{ND} - 4^{TH} GRADE 12 MINUTE HALFS 5^{TH} - 12^{TH} GRADE 14 MINUTE HALFS
- 4. CLOCK: 20 POINT LEAD, WE WILL GO TO A RUNNING CLOCK. RUNNING CLOCK REMAINS UNTIL 10-PT DEFICIT (2ND HALF).
- 5. TIMEOUTS: 2-FULL/ 2-30 SECOND PER GAME (1 TO WILL BE ISSUED IN EACH OT)
- 6. HALF TIME: 3 MINUTES, WARM UP: 3 MINUTES
- 7. OVERTIME: 1ST OT(2 MINUTE); 2ND OT (1MIN); 3RD OT SUDDEN DEATH (1ST POINT WINS)
- 8. EACH PLAYER WILL FOUL OUT AT 5 FOULS
- 9. COACHES: PLEASE BE RESPECTFUL TO REFEREES, FANS AND PLAYERS $(1^{ST}$ TECH= MUST SIT; 2^{ND} TECH=EJECTION)
- 10. PLEASE TRAVEL WITH ROSTER W/STATE IDS

Pool Play ties will be determined by the following:

- 1. Head to head competition
- 2. 20 point max point system.
- 3. Least points given up
- 4. Total points Scored
- 5. Coin toss