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FINISH STRONG 2017 CHARITY BASKETBALL TOURNAMENT RULES

1. Guarantee of playing at least 2 games. Tournament will consist of round robin play with 5-6 teams in each group. Top teams advance to the Alpha Bracket, middle teams advance to Omega Bracket B, and the bottom teams go home after lunch. Tournament then turns to single elimination with 2 champion teams crowned.
2. Each team will play 2 to 3 round robin games (depending on tournament size).
3. Teams may consist of up to 10 players max.
4. Players must be 22 years of age or older as of tournament date. Or any age if they are employed by a company sponsored team at the Team Sponsor level or above.
5. Length of games: 2 – 15 minute halves with a running clock.
6. A two-minute break between halves.
7. All games will be played with the official ball provided by Carolina Courts.
8. Court size is 74' L x 42' W (Middle School dimensions).
9. Each game will be refereed by two certified officials.
10. **One** 15 second timeout in the first half and **Two** 30 second timeouts in second half – clock stops. If timeout taken during free throw situation, clock will restart after free throw. Any player can call a timeout.
11. Substitutions may be made only when team has possession of ball and calls “sub!” before half court. Defense may sub at the same time. Any team can sub during any or all dead ball situations.
-1st offense team receives a warning. 2nd offense, ref. calls a technical for 2 shots.
12. Clock will stop during the last minute of the game for all dead ball situations or at any time there may be an injury.
13. Any timeout called in the back court, in the last minute of the game will be advanced to half court.
14. One and one will occur after the 8th team foul – the player who is fouled after the 8th team foul will go to the free throw line and shoot one and one.
15. The last minute of the game is played like a regular high school basketball game.
16. The clock will run during last minute of a game if a team is behind 10 points or more.
17. The director or court supervisor has the right to run the clock or terminate the game at any time.
18. Games begin with prayer.
19. Clock does not stop on free throws unless time out has been called or the last minute of the game.
20. A player is disqualified after committing five personal fouls – technical fouls are counted as a personal foul.
21. If a player accumulates 2 total technical fouls during the tournament he must sit out the first half of the next game. (See rule #20)
22. A player who receives a technical foul must exit the game immediately and can reenter after play has restarted during a substitution.
23. Two technical fouls during one game will result in dismissal from current game as well as next game. The following will not be tolerated and will be warrant for a technical:
 - Fighting
 - Cursing
 - Arguing with referee
24. Overtime will start with 2:00 minutes on the clock with the clock stopping on each dead ball. 2nd over time will consist of 1:00 minute on the clock with the clock stopping on each dead ball. 3rd overtime will be Sudden Death Rules (first team to score wins the contest).