

## **12th Annual Warrington-Warwick Warm-Up Tournament Rules**

### **Player Provisions**

- Must be age-appropriate as of September 1, 2009
- ICBA grade exceptions honored with proof
- Must not wear any jewelry during the games

### **Team Provisions**

- Maximum roster of 12 players; no double rostering
- Maximum of 3 adults on team's bench, including head coach
- Must have team shirts with numbers
- Responsible for own warm-up balls
- Report to gym at least 15 minutes prior to your game
- Home team representative keeps score on tournament sheets at table, visiting team representative allowed to spot and check at table

### **Game Provisions**

#### **9/10 and Under Divisions**

- 14 minute stop-time halves
- Overtimes will be 2 minutes each
- 4 time-outs per game; 1 time-out per overtime; no carryover
- Coach may call time outs
- No back court defense
- No zone defense allowed; man defense only
- Player ejected on 5<sup>th</sup> foul; shoot 1+1 on 7<sup>th</sup> team foul; 2 shots on 10<sup>th</sup>
- Free throws are considered good if started behind free throw line for **9 year olds only**. Shooters can not rebound their own free throw.
- Technical foul = personal and team foul
- 3-point shot where marked
- Players or coaches ejected will be ineligible for next game
- ICBA rules in effect unless modified by the above

#### **11 and Under Divisions**

- 14 minute stop-time halves
- Overtimes will be 2 minutes each
- 4 time-outs per game; 1 time-out per overtime; no carryover
- Coach may call time outs
- No full court pressing with 10 point or greater lead
- Player ejected on 5<sup>th</sup> foul; shoot 1+1 on 7<sup>th</sup> team foul; 2 shots on 10<sup>th</sup>
- Technical foul = personal and team foul
- Players or coaches ejected will be ineligible for next game
- 3-point shot where marked
- ICBA rules in effect unless modified by the above

## **12 and Under Divisions**

- 14 minute stop-time halves
- Overtimes will be 2 minutes each
- 4 time-outs per game; 1 time-out per overtime; no carryover
- Coach may call time outs
- No full court pressing with 15 point or greater lead
- Player ejected on 5<sup>th</sup> foul; shoot 1+1 on 7<sup>th</sup> team foul; 2 shots on 10th
- Technical foul = personal and team foul
- Players or coaches ejected will be ineligible for next game
- 3-point shot where marked
- ICBA rules in effect rules unless modified by the above

## **13/14 and Under Divisions**

- 15 minute stop-time halves
- Overtimes will be 2 minutes each
- 4 time-outs per game; 1 time-out per overtime; no carryover
- Coach may call time outs
- No full court pressing with 15 point or greater lead
- Player ejected on 5<sup>th</sup> foul; shoot 1+1 on 7<sup>th</sup> team foul; 2 shots on 10th
- Technical foul = personal and team foul
- Players or coaches ejected will be ineligible for next game
- 3-point shot where marked
- ICBA rules in effect rules unless modified by the above

## **Tournament Provisions**

- Round-robin format
- Each team is guaranteed 3 games
- Pool winners based on won/loss record
- 1<sup>st</sup> tie breaker is based on head-to-head results
- 2<sup>nd</sup> tie breaker is based on accumulated point differential for all games
- Game point differential is capped at 13 points +/- for wins & losses
- Pool winners play championship game for age division as their extra game
- 1<sup>st</sup> & 2<sup>nd</sup> place teams in 5 team brackets, without another pool, will play for championship on Sunday
- Awards given to the winners of each age bracket
- Spectator admission = \$2 per day per adult (good at all facilities); children 14 & under free
- Concessions will be available at all facilities