



## Team Rules & Information Sheet

### EVENT FORMAT:

Please refer to the Schedule Tournament app for your games. Court assignments are listed on the schedule and will be posted in the gym.

Visiting Team is always the first team (top team on app) listed on the master schedule.

Home Team is always the second team (bottom team on app) listed on the master schedule.

Rosters will be available at the court tables for only coaches and credentialed scouts. Please bring a **typed copy** of your roster (Jersey #, Player Name, Grade) with you to check-in to save time having to fill out at the door. Otherwise, you will need to complete on location prior to your first game.

### IMPORTANT:

Teams are responsible for any team equipment needed to play, not including balls. The gym will provide basketballs for warm-up and game play. You will not be able to bring your own balls inside the facility.

### GAME PLAY:

1. Games will consist of two 16-minute halves with a stopped clock on dead balls. 5<sup>th</sup> & 6<sup>th</sup> grade will play two 14-minute halves with a stopped clock on dead balls.
2. Each team will receive two: 30 second timeouts per half w/ a 3-minute break for halftime.
3. Overtime period if necessary will be first to score wins. (Sudden death)
4. Individual foul disqualifications will occur on the 6<sup>th</sup> personal. Team fouls will be accrued and on the 7<sup>th</sup> foul we will shoot 1 and 1. There will be no two-shot bonus. Fouls which occur during shooting motion will be normal.
5. Game forfeits will occur 5 minutes after the regularly scheduled game time. All forfeits will be cleared through the event directors.
6. There will be a 5 minute warmup in between each game. Please be prepared prior to the allotted warmup time. However, all games will not begin until the designated start time to allow spectators, coaches, media a chance to arrive.
7. The clock will run continuously if at any time the lead is 25 points or more; the clock will resume normal operation once the lead is back below 15 points.

Teams will be issued 3 coaches passes for bench personnel **ONLY**.

### CONDUCT:

The Event Director reserves the right to dismiss any player, spectator, coach or parent from the Jamboree. Any coach or player receiving 2 technical fouls will be asked to leave the court. That player or coach will be reviewed for suspension from play in the following game. The Event Director reserves the right to assess or decline that suspension.

**LOCATION DETAILS:** Food will be available at the gym in the restaurant. All games will be held at The Big House | 1544 Lane Park Cutoff | Tavares, FL 32778