



IPSF Irvine Hoops Classic 2017 Tournament Rules

Game Rules - CIF rules will apply unless otherwise noted below.

1. There will be 4 periods of 10 minutes.
2. A running clock will be used at all times except for the last 2 minutes of the 4th period if the score differential is 10 points or less.
3. Any overtime periods will be 2 minutes, stop clock.
4. There is free substitution allowed at all times during dead balls. (see below)
5. Any defense is allowed at all times.
6. Every player must play in each game. (see rule #13 below)
7. Each team is allowed 2 time outs per half. No carryovers. 1 time out per team per OT period.
8. There will be a mercy rule if a team leads in the 4th quarter by 25 points or more. At that time, the team leading must play defense within the 3 point line. The team can go back to play any defense if their lead is down to 15 points.
9. One and one bonus free throws will be shot on the 10th team foul of each half. There will be no double bonus.
10. The Elementary School Division will use a 28.5 sized ball. The Middle School Girls Division will also use a 28.5 sized ball. The Middle-School Boys Division will use a regulation 29.5 sized ball.
11. Technical fouls will result in an automatic one game suspension and any ejection will result in a suspension for the remainder of the tournament.
12. If three teams tie during the pool play portion of the tournament, the pool winner will be determined by point differential. In determining point differential a maximum of plus/minus 20 points per game will be used. In the event that the teams are still tied, the winner will be determined by a coin flip.
13. Every player must play a MINIMUM OF ONE COMPLETE QUARTER. You will keep track of this on your scoresheet. If a challenge to a team is made and the tournament director is able to prove that the minimum playtime requirement was not met, then the violating team will forfeit the game. PLEASE remember that this tournament is for the kids and for fostering positive school spirit, it is NOT about "win at all costs." Set a good example for your peers and your community, please. THANK YOU.

14. SHOOT-OFF OPTION:

Depending on the number of teams that enter a particular bracket, there may, at the tournament director's option, be a free-throw shoot off option for one team to advance from one round to the next, in lieu of an actual game. If this occurs, the two teams will each pick five players from their own team. Each player will shoot one free throw from the official free throw line, until all five players from each team have shot once. The winner of this contest will advance to the next round. In the case of a tie, a second or subsequent round will take place with the same rules. As always, all teams are guaranteed two complete games. This 'shoot-off' option will not affect that guarantee.