

HCBG

TOURNAMENTS

PLAYING PERIODS

BOYS Division	Halves	30 Second Timeouts
3 rd Gr/9U - 6 th Gr/12U	12 Min.	2 Total (1 each half can carryover)
7 th Gr/13U - 10 th Gr/16U(JV)	14 Min.	2 Total (1 each half can carryover)
11 th Gr/17U - 12 th Gr/17U	16 Min.	2 Total (1 each half can carryover)
GIRLS Division	Halves	30 Second Timeouts
3 rd Gr/9U - 6 th Gr/12U	12 Min.	2 Total (1 each half can carryover)
7 th Gr/13U - 10 th Gr/16U(JV)	14 Min.	2 Total (1 each half can carryover)
11 th Gr/17U - 12 th Gr/17U	16 Min.	2 Total (1 each half can carryover)

Time Between Games: 4 Minutes

Time at Halftime: 1 Minute

Division Play Details and At-Game Completion

If you are in an age group with.....

3 Teams: Play each other round robin, seeding of those games determine #1, #2 and #3. #1 has a bye, and plays winner of 2 v 3

4 Teams: Play each other round robin, at end of 3 games, a champion is crowned.

5 Teams: Each plays 2 games, is then seeded based on the 2 game results. #4 plays #5 for 4th place. #1 plays winner of 2 v 3.

6 Teams: Each plays 2 games in their pool of three, then are seeded to cross play, 3 v 3 for 5th, 2 v 2 for 3rd, and 1 v 1 for Champion.

TEAM BEHAVIOR

The head coach listed on the team is responsible for the behavior of the team, its players, and its fans. The Tournament director, site director or referees will eject any coach, player team or fan whose actions interfere with the conduct of the tournament. If a coach is ejected from a game, he/she is not required to sit out the next game.

Two ejections from the same tournament would result in an automatic one-game suspension. If a parent or adult in the bleachers is ejected from the game, the athlete of relation to the individual, at the discretion of the official could be disqualified from the remainder of that game. If a parent ejection were to occur in the 2nd half of a game, the athlete of relation must then sit out the 1st half of the next game. In other words, inform your parents to behave.

POST-GAME GREETINGS

Occurs after every game to show good sportsmanship

BALLS

The home team will provide the Game Ball for each game occurring on a court. You ARE permitted to bring any warmup basketballs into the facility. During the 1-minute halftime, no balls may be utilized to bring onto the court.

TOURNAMENT FORMAT

3 game guarantee.

HOME/VISITORS TEAM

The first team listed on the game schedule is the HOME team and shall wear white/light-colored jerseys. Teams should bring BOTH light and dark jerseys. The home team will sit to the right of the scorer's table (facing the court), and the guest will sit to the left. The home team will provide an official scorekeeper. Although rare, if a scorekeeper is not provided for your game, the visiting team is customarily responsible for operating the portable scoreboard.

IN CASE OF A TIE IN STANDINGS: TIEBREAKER ORDER

1: Head to Head

If only two teams are tied, head to head result is the first tiebreaker. If no head-to-head result, then tiebreaker moves to Point System (#2).

If there is a three or more way or tie, the tiebreak automatically becomes the point system (#2) and, if necessary Defensive Points (#3). Head-to-head results are not counted in a three or more way tie due to the likelihood of uncommon opponents.

2: Point system

A point differential system will be used. Teams receive a maximum of 13 points for a win and a maximum of -13 points for a loss. The team with the most positive points will be first followed by the next most positive point total.

3: Defensive Points

If two teams remain tied, we revert to a Defensive Point System - A total defensive point system will be used in case of a tie between 2 or more teams. Example: Team A is 2-1 with wins of 45-32 & 49-45 and a loss of 56-64. Total defensive points determined are 141. Repeat the same procedure for the remaining teams. The team with the lowest points allowed will determine the teams' order of placement.

GAME RULES

All Rules (for Boys & Girls) will be NFHS Rules (National Federation of High School) with the exception of specific tournament modifications

Running clock begins after one team gains a lead of 16 points or more on opposing team, the clock will not be stopped until the trailing team brings the point difference to 12 points or less. No Full Court or Half-Court Trap/Pressing (AAU Mercy Rule) is permitted if game has a running clock.

If a game is tied at the end of regulation play, one overtime period of 2 minutes will be played with clock being stopped. Each team will be extended one additional timeout (for each overtime period) and all of the timeouts carried over from regulation. If the game is still tied, the second and final overtime period becomes sudden death (no clock), with the first team to score becoming the winner.

Players are unable to play on multiple teams within the same organization in the same age group (not allowed to skip around in the same grade level on two teams). As long as a player is eligible, they may play within different age groups for the same organization but must designate only one team to play for after round robin in the championship round of play.

GAME MANAGEMENT

Starting Lineups and Rosters must be provided to the Official Scorer at least 4 minutes prior to the start of the game.

PROTESTS

None allowed.

TEAM CHECK-IN

Teams, please have your head coach check in 30 minutes prior to your scheduled game. At check-in, you will receive your team packet with coach's passes (2 total provided) and any other pertinent details. One pass in each packet MUST go to the head coach (even if coaching multiple teams).

The official Check-In location will be your 1st game site either at NRCA, JD Lewis or Knightdale Baptist.

SCORES POSTED

Visit www.hctournaments.com, under scores and you will find both game scores and standings.

ADMISSION FEES – CASH ONLY

\$25 Weekend Pass - (Good for All Weekend & All Games at All Venues)

\$13 Friday Night Session - Good Friday Only

\$25 Saturday Session - Good Saturday Only

Children aged 4 and under are admitted free.

***Admission Bands MUST remain on throughout the duration of the tournament.** We cannot accept bands that have been cut off or otherwise removed, and anyone who has removed their band will be charged a daily admission.

***Bands will only be attached to an individual's wrist* (No Purses/Bags, etc.)**