

2015 CLEVELAND CAVALIERS CONTINENTAL CUP BASKETBALL TOURNAMENT RULES

WE WILL ABIDE BY USA/NATIONAL FEDERATION RULES WITH THE FOLLOWING EXCEPTIONS;

Games will consist of two 15 minute halves / 4 minute halftimes / 8 minute warmups. The clock will stop on all whistles.

Site Director has the right to shorten warmups/halftimes if games are running behind schedule

Games may start up to 10 minutes early IF agreed upon by both coaches!

Each team will get TWO 60 second timeouts PER HALF with no carryovers.

Overtime periods will be 3 minutes in length with one 30 second timeout for each team (no carryovers). 3rd overtime is sudden death-1st team to score wins the game!

All teams will shoot one & one free throws on the 7th foul of EACH HALF / 2 free throws will be awarded on the 10th foul of EACH HALF!

Doors will open 30 minutes before the first game of the day- PLEASE DO NOT ARRIVE EARLIER!

Only eligible players plus a maximum of three (3) coaches (this includes statistician, ball boys/girls, and/or other staff) may be on the team's bench.

No player is permitted to play on more than 1 team IN THE SAME GRADE/DIVISION

Mercy rule - once a team gets a 25 pt. lead (2nd HALF ONLY) the clock will not stop on whistles (except time outs/injuries) until the lead gets BELOW 15 points!

7th grade boys division and up will use the high school regulation size basketball

ANY PLAYER EJECTED FOR FIGHTING IS DISQUALIFIED FOR THE REMAINDER OF THE TOURNAMENT

Technical fouls will be handled as follows:

Player - Two technical fouls in one game will result in a disqualification for the remainder of the game plus a suspension from the next game.

Coach - Two technical fouls in one game results in a disqualification for the remainder of the game. Must leave the building, not permitted to watch.

Team - Coaches are responsible for all members of his/her team - this includes all parents and/or spectators representing their team.

Any misconduct deemed inappropriate, unacceptable, unsafe and/or abusive may result in a forfeit(s) and/or the dismissal of the entire team—NO REFUNDS!

ALL PLAYERS MUST BE ABLE TO PROVE GRADE (REPORT CARD FROM 2014-2015 SCHOOL YEAR)

First team listed is the HOME team and will wear light colored jerseys if they have them (top team in the bracket will be HOME team in playoffs)

On free throws players may enter the key on the release except for the shooter and players outside the arc.

Tiebreakers

2 TEAM TIE

A) results of head to head game

B) if no head to head game we use point differential +/- 25 pts. max. with all common opponents - if no common opponents—pt diff in ALL games played +/-25.

C) if still tied least points allowed in the common games (best defense)

D) if still tied most points scored in the common games (best offense)

3 TEAM TIE

A) point differential in ALL games played vs common opponents. +/- 25 points is the maximum/minimum pt diff. allowed to promote good sportsmanship & dis-courage teams from running up the score. Team with the best pt differential is #1, 2nd best pt. differential is #2, 3rd best pt. differential is #3 etc. PLEASE NOTE: If the 3 way tie is broken after pt. diff. but there is still a two way tie (in pt. diff.) then we go back to the head to head game result to break the 2 way tie!

B) if still tied least points allowed in the common games (best defense)

C) if still tied most points scored in the common games (best offense)

D) if still tied—point differential in all games played +/- 25 points

E) coin flip if still tied

GOOD LUCK— WE HOPE YOU ENJOY THIS TOURNAMENT!