



2010 HOOP MOUNTAIN INVITATIONAL

TOURNAMENT RULES

1. Two 16-minute stop time halves. Clock will run in 2nd half anytime the lead is over 20 points.
2. Each team gets 3 timeouts (2 Full, 1 30-second), and an additional timeout per OT period. Timeouts will carry over into overtime.
3. Free throws (1-1) will be shot on the 10th team foul of the half. All FTs will be 2 shots on the 12th foul.
4. 4-minute warm up period before the game, and 2-minute halftime.
5. Any coach or player receiving two technical fouls will be ejected from the game and out for the following game.
6. Overtime will be 2 minutes with stop time.
7. Players will be allowed 6 fouls.
8. In all other situations, High School rules will be applied.
9. Pool Standings will be decided first by overall record, second by head to head record, and third by total point differential.
10. Teams will receive either a +15 or -15 for a game result that exceeds a 15 point margin.
11. All Players must be entered into the game book prior to the start of the game. If a player is added, after the game has started, the player's team will be assessed a technical foul.