

Energy Hoops Classic

Tournament Rules

The Home Team (White Jersey) will be the team on the left/top of the schedule.
The Away Team (Dark Jersey) will be the team on the right/bottom of the schedule.
Players may not “swing” between teams.

GAME PLAY RULES:

1. 2-20 Minute Running Clock Halves. If the game is within 10 points in the last 2 min of the game, it will be stopped clock on all dead balls.
2. 3-Minute Halftime (Might be cut down if we are behind schedule)
3. 5-Minute minimum warm-up time (Will be extended if necessary to avoid games starting early)
4. 2 30 Second Timeouts per Half (1 30 Second Timeout per Overtime, Timeouts DO NOT CARRY OVER from regulation.)
5. 5 fouls per player, per game.
6. All overtimes are 2 minutes. The first is a full 2 minutes with stop clock. The second is SUDDEN DEATH (First team to score.)
7. No Full Court Pressing with a 20-point lead or greater.
8. 7th & 8th grade Boys use full-sized ball. All other divisions use 28.5 ball.
9. Everything else is NFHS rules.
10. All Tie-Breakers for seeding will be determined by:
 - a. Head to Head
 - b. Head to Head Pt Differential
 - c. Pts Allowed
 - d. Pts Scored
11. All players in all Divisions will shoot from the regulation free-throw line. (4th and 5th grade divisions are allowed to jump over the line as long as it does not create a rebounding advantage.)

Sportsmanship: All players, coaches and spectators are expected to be respectful and supportive of each other at all times. Failure to comply with this expectation will result in removal from the tournament. The EYBC expectation for all is that players play, coaches coach, officials officiate and parents cheer.

Admission:

Head Coach and One Asst Coach and Their Spouses - Free

Players - Free

Adults 10 and Older - \$5 Per Day

Children 9 and Under - Free