



6th Annual Mo Boy Summer Fest Basketball Tournament **August 3rd and 4th, 2019** **Studebaker Park, Kokomo, IN**

INFO

- 10 Team Open Tournament – No more entries after limit met
- 5 on 5
- \$500 Entry Fee
- Licensed Officials
- \$5,000 First Place (based on MAXIMUM TEAMS)
- Double Elimination
- 10 Players Per Team – Max
- Team Shirts Will Be Provided – MUST be worn during tournament
- Start Time - 9:00am Sat August 3rd, 2019
- Player Liability Waivers Must Be Signed

RULES

The game shall consist of two (2), eighteen (18) minute halves. The clock will run continuously for sixteen (16) minutes in the first half. The second half will consist of a sixteen (16) minute running clock followed by two (2) minutes of play in which the clock shall stop for all fouls, held balls, and violations.

Half-time will be five (5) minutes.

Two (2) 30 second time-outs per game are allowed.

Time-outs can be called at any time during a dead ball or offensive possession.

The game clock will stop for all time-outs.

Overtime – All Games ending in a tie will result in an overtime period consisting of a two (2) minute running clock, except for the last 30 seconds, which will be stopped clock. If the score is tied after this period, a sudden victory period will begin immediately with the first team to score two (2) points

declared the winner. A jump ball will determine first possession of each overtime period. Personal, team, and technical fouls accumulated in the second half and/or overtime periods, as well as any leftover time-outs, will carry over into each succeeding extra period. Each team will be awarded one additional time-out for all overtime periods. A one-minute rest period will proceed each extra period.

Each team should furnish one scorekeeper.

If there is any discrepancy in the score, the running score on the score sheet will be considered official. The score on the flip scoreboard will not be considered official in the event of a score discrepancy.

When one team is 25 or more points ahead at the end of the first half or if that team secures a 25-point lead during the second half, the game is ended immediately.

The alternating possession rule will be in effect. Jump balls will be tossed at the beginning of the game and extra period(s).

Free Throw Rule. No player can enter the lane area until the ball touches the rim or backboard.

Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff member or game official has the authority to remove the player.

GAME TIME IS FORFEIT TIME. Teams may continue with no fewer than four (4) players or the game will be declared a forfeit.

Substitutes may enter the game on a dead ball only. Substitutes will report to the officials to enter the game.

Line-up including first and last names and numbers must be clearly printed on the score sheet prior to the start of the game. If a player enters the game without first having their name and number on the score sheet a technical foul will be assessed to the team (limit of one technical foul charged to the team, regardless of the number of violations).

Personal and technical fouls will be combined for player disqualification (on the fifth foul). 2. Personal and technical fouls will be combined for the team to reach the bonus. The bonus begins with the seventh (7) team foul in the half. On the tenth (10) team foul of the half 2 shots will be awarded to the team which was fouled.

PLAYER/TEAM CONDUCT

****TAUNTING, BAITING, AND/OR "TRASH TALK" IS NOT ACCEPTABLE BEHAVIOR AND RESULT IN TECHNICAL FOULS!**

**For Additional Information Please Contact
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