



## **NIKE SUPER 16 TOURNAMENT RULES**

1. **Each team is responsible for having a clock or book person for each game. SCORE SHEETS WILL BE AT THE TABLE (DO NOT TAKE)**
2. **TOURNAMENT:** 5<sup>TH</sup> All teams go GOLD, 6<sup>th</sup>-8<sup>th</sup> 1<sup>st</sup>/2<sup>nd</sup> GOLD, All Others SILVER, 9<sup>th</sup>-11<sup>th</sup> 1<sup>st</sup>/2<sup>nd</sup> GOLD, 3<sup>rd</sup> SILVER, All Others BRONZE
3. **YOU MUST PROVIDE YOUR OWN BALLS FOR WARMUP**
4. **You need to be at the Gym thirty (30) minutes before your game starts.**
5. **GAME TIMING:** There will be two twenty (20) minute halves, running clock. **2 MINUTE HALFTIME.** The clock will stop the last two minutes of the **SECOND HALF.** The clock will not stop in 2<sup>ND</sup> half if you are down 15 points or more.
6. **PLAYER FOULS:** Each player is allowed 6 fouls before he is eliminated
7. **COACHES:** ONLY ONE COACH PER TEAM MAY STAND (ON SIDELINE, ENDLINE ETC.), FANS, SCOREKEEPERS MUST BE SEATED IN DESIGNATED AREAS. TECHNICAL WILL BE GIVEN AFTER 1<sup>ST</sup> WARNING. **2 bands will be given to coaches and 1 for the scorekeeper.**
8. **TIMEOUTS:** Each team will have one full time-out and one thirty (30) second time-out per half. **Time-outs do not carry over.** 1 additional timeout will be given in overtime.
9. **OVERTIME:** There will be a 2-minute overtime period, if needed. The clock will stop the last minute of overtime. After the 2-minute overtime and the score still tied, first team that scores wins.
10. **SHOOTING FREE-THROWS:** On the 10<sup>th</sup> foul of each half, each team will shoot 2 free-throws. (under 2 minutes the clock will stop, otherwise clock runs)
11. Games will be officiated according to OHSAA rules and regulations
12. **PLAYERS OR COACHES EJECTED FOR ANY REASON WILL HAVE TO SIT OUT THE NEXT SCHEDULED GAME**