

HOME TEAM IS RESPONSIBLE FOR PROVIDING ONE SCORER

(914) 320 – 5297 if you have any questions during the tournament

GAME RULES: Be at your game ½ hour before starting time. Your game will start 4-5 minutes after the previous game ends. If we can start early we will.

Sportsmanlike conduct will be enforced at all times while you are in the gym. Any problems with a referee before, during and/or after a game can be cause for dismissal from the tournament.

REGULAR BASKETBALL RULES OF NEW YORK AND 2<sup>nd</sup> ½ rules

1) Game times – 8th-12 are 16 minute halves stop time 7th and under are 14 minutes stop time

2) Half time is 2 minutes. 3) Players foul out on the 6th foul.

4) One and one on the 10th team foul. 5) Two shots on the 13th foul.

6) 2<sup>ND</sup> ½ 7<sup>th</sup> and lower. If your team is up by 20 points no press– up 25 below 3 pt. line IF THE SPREAD IS 20 AT 5 OR LESS MINUTE MARK – CLOCK RUNS.

IF THE SPREAD IS 15 OR MORE AT 3 OR LESS MINUTE MARK CLOCK RUNS 8<sup>th</sup> – 12<sup>th</sup> If your team is up by 25 points no press -up 30 below 3 pt. line –

IF THE SPREAD IS 25 AT 5 OR LESS MINUTE MARK – CLOCK RUNS

IF THE SPREAD IS 15 OR MORE AT THE 3 OR LESS MARK – CLOCK RUNS

Anytime the spread is 30 at 3 minute mark or less the game is over.

7) Timeouts-Each team has 3 full timeouts per game. You can use these timeouts anyway you like. No timeouts may carry over into overtime. Each team will be given 1 20 second timeout per overtime. There is no break between overtimes. At the final buzzer when the horn goes off the jump ball immediately follows.

8) Overtime – first overtime is 2 minutes regulation stopped time. Any additional overtimes will be 1 minute regulation stopped time.

9) If there is no 3 point line on the court that you are playing on, then there is no 3 point basket. 10) 1 uniform color for each team must be white/gold.

11) Arrive at least 30 minutes before your game time. 5 minute grace period for forfeit. (Unless a Directors of Chase The Game approved a situation)

12) Refs are in charge once the game starts. All technical are charged to the coach. If a team gets 2 technicals the head coach is ejected from the gym and the assistant takes over. If there is no assistant the game is over. ***Third technical on a team and the game is over.*** IF YOU CALL TOO MANY TIME OUTS-THE TIME OUT WILL BE CALLED AND SINCE YOU DO NOT HAVE 1 A TECHNICAL WILL FOLLOW. THE TEAM WILL NOT BE GIVEN A TIMEOUT. 13) Each team is responsible to bring there own basketballs.

14) MERCY RULE Alternate Rule

A) IF THE SCORE IS 30 POINTS OR MORE AT THE HALF WAY MARK OF

THE SECOND HALF – CLOCK RUNS EXCEPT FOR TIMEOUTS, FOUL SHOTS (WHEN SHOOTER HAS THE BALL) AND CERTAIN SITUATIONS

15) IF A COACHED IS ASKED ABOUT A PLAYERS' AGE – A BIRTH CERTIFICATE MUST BE PRESENTED

SPORTSMANLIKE CONDUCT RULES

**NO PLAYER MAY PLAY FOR MORE THAN 1 ORGANIZATION AND CANNOT PLAY FOR SAME ORGANIZATION IN THE SAME AGE DIVISION**

ALL SCORE SHEETS MUST BE HANDED IN 5 MINUTES BEFORE GAME TIME AT THE SCORERS TABLE. ANY PLAYERS LEAVING A BENCH FOR FIGHTING WILL BE EJECTED FROM THE TOURNAMENT AND 1 TECHNICAL FOR EACH WILL BE CHARGED TO THE COACH. CHASE THE GAME IS NOT RESPONSIBLE FOR DELAYS, FOREITS AND OR TEAMS THAT GET EJECTED FROM THE TOURNAMENT AND THERE WILL BE NO REFUNDS.

**POOL PLAY RULES**

IF THERE IS MORE THAN 1 POOL THERE WILL BE CROSSOVER GAMES

1)WIN – LOSS RECORD

2)IF 2 TEAMS ARE TIED – HEAD TO HEAD COMPETITION

3)IF 3 OR MORE TEAMS ARE TIED DO THE FOLLOWING (ANYTIME YOU GET TO 2 TEAMS TIED REFER BACK TO RULE 2)

Only use the teams involved with the tie:

A) Only add the points of your wins together and rank the teams (max 15 and highest number breaks tie)

B) If still tied go to point differential – Take the points you won by – minus points you lost by – and rank the teams (max 15 and highest number breaks tie)

4) If still tied only use the teams not involved with the tie:

A) Only add the points of your wins together and rank the team in the tie-breaker (max 15 and highest number breaks tie)

B) If still tied go to point differential – Take the points you won by – minus points you lost by – and rank the teams (max 15 and highest number breaks tie)

5) If still tied go to head to head competition with the highest seeded individual team not involved with the tie – breaker.

Only add the points of your victory for the highest seeded individual team.

If there is sill a 3 way tie we flip a coin to seed the 3 teams - team 1

plays 2 and 3 plays the winner in a 5 minute sudden death game.

5 Minute Game Rule FOUL OUT ON 3RD FOUL 1 AND 1 ON 3RD FOUL

DOUBLE BONUS ON 5TH FOUL 1 TIMEOUT

IF THERE IS AN OVERTIME – THE TIME AND TIMEOUT RULES ARE THE SAME AS ABOVE