



Chattanooga Elite Classic Rules Form

Tournament Rules

- Age Groups: 10, 11, 12, 13, 14, 15, 16, and 17
- Ball Specifications: Ages 10-12, 28.5. 13-17, Boys Official Size.
- Length of games (Age Groups: 10, 11, 12, 13, 14): Two 18 minute halves, with running clock. Clock stops last 2 minutes of each half.
- Length of games (Age Groups: 15, 16, 17): Two 20 minute halves, with running clock. Clock stops last 2 minutes of each half.
- 5 minutes for warm-up & half-time (subject to change).
- There will be no 30 second shot clock. There **is** a 10 second back court violation and a 5 second closely guarded violation.
- 3 full timeouts per game.
- Teams enter the One & One **ON** the 10th foul.
- Overtime- 2 minutes until there is a winner; 1 timeout during overtime periods. Timeouts do not accumulate from regulation game to overtime period or from one overtime period to another.
- High School Rules apply to all games
- Mercy rules apply when a team gains a lead of 35 points or more in the 2nd half. During this time, the clock will only stop during timeouts. No pressing or trapping when the mercy rule is applied. Teams violating this rule will receive one verbal warning. Subsequent violations will result in a technical foul. If the lead shrinks under **20 points**, normal game rules apply.
- Technical Fouls: All technical fouls will result in 2 free throws & possession of the ball being awarded to the opposing team.
- Any coach ejected for fighting will be ineligible for the remainder of the tournament. Players ejected for fighting are ineligible to participate in the team's next game.
- If a coach or player is ejected from any game for unsportsmanlike conduct (not fighting), he will be ineligible to participate in the team's next game.
- Coaches are responsible for their actions and the actions of their players. Inappropriate behavior will not be tolerated. **Officials have the right to forfeit games because of unsportsmanlike conduct.**
- Protests: No protests will be allowed during the tournament.
- Ensure that players have removed all jewelry before entering the game or at the referee's discretion; the game will begin/ continue without that player, until the jewelry is removed. In this event, the team will be allowed a substitution.
- The "home" team is the team listed on top of the bracket and wears the light uniforms. The "visitor" team is listed on the bottom of the bracket and wears the dark uniforms.
- A player may only participate in one age division and one team during the tournament.
- Only eligible players plus a maximum of three (3) coaches may be on the team's bench.
- Teams must clean their bench area after each game.
- Teams should report to the gym 30 minutes prior to their scheduled game times and be ready to play 5 minutes after previous game has ended. **Game time is forfeit time.**
- No bouncing balls in gym during games or in general access areas.
- Teams must furnish their own "warm-up" balls
- Teams must furnish their own score keeper

- Tie Breakers for Pool Winners and "At Large" teams will be based on;
 - 1) Head to Head
 - 2) Point Differential: Points are determined by the margin of victory of each of the three games with a maximum of + or - 15 points per game.
The Tie Breaker System will use the point differential of the teams involved in the tie situation ONLY.
 - 3) Total defensive points (Total points allowed in the three games) - Team allowing the fewest points - wins the tie breaker
 - 4) Coin Toss