

# GEORGE MCCLELLAN INVITATIONAL TOURNEY (G.M.I.T) RULES

## REGULAR, BAKED, & GRILLED DIVISIONS



Teams **MUST** bring **BIRTH CERTIFICATES** and/or **REPORT CARDS** for every player on roster!

**REGULAR DIVISION:** A completed 9<sup>th</sup> grader may NOT play IF he turns 15 BEFORE Sept 1<sup>st</sup>.

**BAKED DIVISION:** A completed 7<sup>th</sup> grader may NOT play IF he turns 13 BEFORE Sept 1<sup>st</sup>.

Even if a player is grade eligible, no player can play in a division where he is more than 1 yr older than the appropriate age for the highest level in that division.

**EX:** A 6<sup>th</sup> grade (12u) player who will turn 14 before Sept 1<sup>st</sup> is **NOT eligible to play** in the BAKED DIVISION or an 8<sup>th</sup> grader (14u) player who will turn 16 before Sept 1<sup>st</sup> is **NOT eligible to play** in the REGULAR DIVISION.

Team listed on top/left is **HOME - wears light colored jerseys** and sit right of scorers table (While facing court).

HOME team is required to supply 1 person to operate the clock. A team representative is required to submit entire roster (to Site Supervisor) prior to 1<sup>st</sup> game.

**Head coach is responsible** for making sure info (uni #, complete name) is correct on score sheet prior to tip off.

**BAKED & GRILLED DIVISION:** Must use a 28.5" Sized Ball. All teams will advance into the Platinum Bracket.

**TIE-BREAKERS: 2 team ties** are decided by head-to-head. **3-way ties** will be decided by the margin involving those 3 teams only. Then the point margin (from their 2 pool games) will be compared to break the tie. If teams are still tied, then a coin flip decides.

## SCORE CLOCK

Pre-game warm-ups will be determined by time constraints.

Each game is (2) halves consisting of **14:00** each. Clock will stop on **ALL dead balls** (unless Mercy Rule applies).

Halftime will be 3:00

**OVERTIME** – 2:00 will be placed on clock (each team gets one :30 timeout).

If the game requires a second overtime, no additional timeouts will be granted.

**TIME OUTS** – Each team gets 1 full (1:00) + 2 halves (:30) to use at any time during regulation.

The 3 timeouts do NOT carry over into overtime.

## FOULS

Bonus = 10<sup>th</sup> team foul            All players get 6 fouls

## FREE THROWS

EXCEPT for shooting fouls, all bonus ft opportunities will be 1-and-1. No double bonus.

## MERCY RULE

If margin reaches 20pts at any point in the game, clock will run (except for timeouts) until the gap is closed to 14pts when normal rules will resume.

During final 3:00 of 2<sup>nd</sup> half – if margin is 30pts, game ends!

During final 2:00 of 2<sup>nd</sup> half – if margin is 20pts, game ends!

## LATE RULE

If a team is NOT present at the time of their schedule game, a **10 minute grace period** will be administered. Once the grace period expire, **14:00 will be placed on the clock** and the present team will be **awarded 2pts to their credit for every minute** (13:00, 12:00, 11:00, etc) and once the clock reaches 00:00 forfeit will apply. If the team arrives before the clock expires, they will be charged a (half) timeout and will start the first possession of the game on defense.

**PROBLEM SOLVER: Anissa Veal 832-248-0410 (The GYM)**