

# 2016 GEORGE MCCLELLAN INVITATIONAL (G.M.I.) RULES

## HOT, SPICY, & MILD DIVISIONS



The **NCAA Educational Workshop** will be held at **Mi3 and Legends** only.  
Teams are encouraged to arrive **at least 70 minutes** before their first game.

Proof of attending workshop must be attained for all Hot, Spicy and Mild Teams **prior to playing first game**.  
Site Coordinators **will not allow you to play** without proof of attendance.

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

A team representative is required to submit entire roster prior to 1<sup>st</sup> game. **Head coach is responsible** for making sure info (uniform #, complete name) is correct on the score sheet prior to tip off.

**SEMI-SUPER POOLS:** Top 2 SEEDS will advance into the PLATINUM Bracket. 3<sup>rd</sup> seed = GOLD Bracket

**TIE-BREAKERS:** 3-way ties will be decided by the margin involving those 3 teams only. If still, then the point margin (from both 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 **16:00** 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, 16:00 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 SOLVERS:**

**Mike 248-346-6322 (Mi3)    Marcus 713-502-0205 (Legends)    Dagwood 832-775-2899 (Harvest Time)**