

2015 GEORGE MCCLELLAN INVITATIONAL (G.M.I.) RULES

HOT, SPICY, & MILD DIVISIONS



The **NCAA Educational Workshop** will be held at **NorthShore HS** and **The GYM** only.

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.

Teams are encouraged to arrive **at least 70 minutes** before their first game.

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 1st 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 GOLD Bracket. 3rd seed = BLUE Bracket

TIE-BREAKERS: 3-way ties will be decided by the margin involving those 3 teams only. 2 team ties are decided by head-to-head. In **Pools G & H** (4 teams ea.), head to head decides, 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 = 10th 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 2nd half – if margin is 30pts, game ends!

During final 2:00 of 2nd 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 SOLVER: Mike Lindsay 248-346-6322 (plus, Site Mgrs are assigned to each location)