

Rules for Lakeside Hoops Tournament

Please make sure that you read and understand the following tournament rules. Each coach is responsible for his players and others attached to the team to know the rules and follow them.

Team:

1. The number of teams entered in each division will determine the format of the schedule.
2. GAME TIME IS FORFEIT TIME!!! Teams are expected on the floor at game time. Teams must have five players and a coach to begin a game. If both teams are ready games will start early if possible.
3. Teams must have matching numbered jerseys. Top or first team listed on schedule will be home team and wear light jersey.
4. All names must be printed in official score book prior to the start of the game.
5. Rosters may be changed up to check-in time. After check-in rosters are frozen.
6. You are responsible for any damage to the facilities and or equipment. Any damages to the facilities and/or equipment, or misconduct deemed inappropriate by the tournament director will result in ejection from the tournament. There will absolutely be no refunds or awards given if this action occurs.

Game:

1. M.H.S.A.A. unless otherwise stated
2. Free Throws – Players can enter the lane on the release.
3. Games will be 20 minute halves / running clock / clock will stop on all dead balls the last 60 seconds of first half and the last 2 minutes of game. (4) 30-second time-outs per game. **If there is a 20-point margin or more clock will run at the end of game. No full court pressing with 20-point lead.**
4. There will be a minimum 3-minute warm-up before game. Half-time will be 3-minutes.
5. Overtime: 1-minute to prepare for jump ball. (2) Minute running clock with it stopping last 30-seconds for all dead balls. If another overtime is required, sudden death will determine the winner (first team to score in any matter wins). Each team will be given (1) full time-out per overtime (time-outs do not carry over).
6. Two technical fouls in a game will result in ejection from the game. Any game ejection by a fan, player or coach will result in a one game suspension. A third technical in the same weekend will result in a tournament and facility ejection. If the person does not leave the facility in a timely and orderly manner the team will forfeit the game and the remainder of their games. There will be no refund given in this case. Please remember what we are here for. Please be patient with scorekeeper and clock operators who may be unfamiliar with the equipment.

We will need a volunteer from each team for score sheets and time clock

6. One team will supply a game ball for each game. Rawlings is the official basketball of AAU, and is the basketball of choice over all other balls.

GENERAL:

1. By accepting admission into this tournament, each and everyone of the coaches and various team members accept responsibility for all injuries and indemnify the host, tournament workers, host facility and all others who have put this tournament on for your pleasure and playing experience. All coaches and team members are reminded to adhere to all rules and regulations.
2. The Tournament Director and/or Site Director reserves the right of final decision pertaining to any action committed by a player, coach or fan. The Directors also reserves the right to change and/or modify any of the rules above. This will be done in the best interest of the players, not the coach or fans.