

MICHIGAN INVITATIONAL RULES

HEADQUARTERS & GAMETIME CHECK-IN (Tournament Director 313-355-2335)

The Headquarters for the tournament will be the Hype Athletics - Dearborn Heights. All Teams must check in prior to first game. Check in will be as follows:

- MANDATORY: CHECK-IN AND GAME LOCATIONS

1. HYPE-DEARBORN (CHECK-IN LOCATION)

23302 W. WARREN AVE

DEARBORN HEIGHTS, MI 48127 (313-436-0048)

NOTE: CHECK-IN IS MANDATORY FOR ALL COACHES. PLAYERS ARE NOT NEEDED FOR THE CHECK-IN PROCESS. NO EXCEPTIONS! ALL COACHES MUST CHECK IN PERSONALLY TO RECEIVE THEIR COACHING PASS!

- **Printed Rosters:** Each team is responsible for providing typed rosters to the scorekeepers for each game. The rosters should include team name, age group, jersey number, first name, and last name of each player on the roster. Coaches need to submit these to the scorekeepers throughout the weekend before each game.
- **Scorekeepers** - EACH TEAM MUST PROVIDE SCORE KEEPER. **HOME TEAM DOES THE BOOK**
- **Proof of Age (WILL BE STRICKLY ENFORCED)** - For all teams, bring proof of age/grade of all players with you to the tournament and for every scheduled game. This is extremely important. In the event of a protest, absence of such proof will be immediate grounds for disqualification.
- **The tournament director shall make the final decision in regards to any protest.** Proof of age includes birth certificates and photographs with report cards. Should a protest be argued regarding eligibility of a player and said items not provided, we will have no choice but to remove that player from the team's roster and the team will forfeit all games played up to that point.
- **Door Admission**
 - There will be a **\$10 admission** charge each day for all spectators (**5under free**)
 - Coaches and players listed on the roster will receive tournament passes. There is a maximum of **2 coaches passes and 1 scorekeepr** allowed per team. **Additional coaches passes can be purchased for \$5**
 - Any player, coach, assistant found giving their pass to others will be disqualified from the tournament for the duration of the event. No coach, assistant, or player will be allowed inside the venue without presenting their pass for the tournament.

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TOURNAMENT RULES - The Official Playing Rules will be the National Federation of State High School rules for the current year with the following modifications:

- **PRINTED ROSTERS:** EACH TEAM IS RESPONSIBLE FOR PROVIDING TYPED ROSTERS TO THE SCOREKEEPERS BEFORE EACH GAME. THE ROSTERS SHOULD INCLUDE TEAM NAME, AGE GROUP, JERSEY NO (S), FIRST NAME, AND LAST NAME OF EACH PLAYER ON THE ROSTER.
- **NO DUNKING RULE:** ABSOLUTELY NO DUNKING IN WARM-UPS. A WARNING WILL BE ISSUED FOR THE 1ST VIOLATION AND A TECHNICAL FOUL WILL BE CALLED FOR EACH ADDITIONAL VIOLATION.
- **14U-17U POOL PLAY GAMES** - 2-18 min. running clock. Clock stops last 3mins of 2ND half
- **7U-13U POOL PLAY GAMES** - 2-16 min. running clock. Clock stops last 3mins of 2ND half
- **PLAYOFF GAMES (15U-17U FINALS) - STOP CLOCK ON ALL STOPPAGE OF PLAY**
- 5 minutes of warm-up in between games (subject to change if necessary), 2 minute halftimes (subject to change if necessary)
- **Fouls:** A player fouls out on his **5th personal foul.** **(15u-17u 6TH Personal Foul)**
- **Uniforms:** Teams listed first and on top of bracket are home and wear the light color.
- **Bonus:** A team reaches the 1 and 1 bonus on the **10th** foul of each half. **THERE IS NO 2 SHOT BONUS.**
- **Free Throws:** The ball becomes live when a free throw hits the rim
- **Technical Fouls:** The opposing team is awarded two free throws plus possession of the ball. Two technical fouls and/or flagrant fouls result in an automatic ejection from the game.
- **Overtime:** Overtime is 3 min running clock, clock stops last 30 seconds. **PLAYOFF SEMI-FINAL & FINAL GAMES 3MIN STOP CLOCK)**
- **DOUBLE Overtime: FIRST TEAM TO SCORE 3** with 3 min running clock
- **TRIPLE Overtime: FIRST BASKET WIN, ALL FOULS 1&1**
- **Timeouts** - Each team has **(3)** 30 second timeouts per game, ONLY **(2) CARRY OVER INTO THE SECOND HALF** - **NO TIMEOUTS CARRY OVER INTO OVERTIME**
- **Running Clock:** In games where a team is ahead by 20 points or more in the 2ND half, the clock will continue to run.
- **20 Point Rule:** If a team is ahead by 20 points or more with 3 minutes or less left in the second half of a game, the game will be called.
- **Coaches Box:** All coaches are required to stay inside the designated coaching box. The first violation shall result in a warning. Subject to the discretion of the referee(s), any additional violations shall result in a technical foul being awarded and in those instances the rules for technical fouls come into play.
- **Delay of Game:** First violation shall result in a warning. Any additional violations shall result in a technical foul being awarded and in those instances the rules for technical fouls come into play.
- **Bench Rule:** Only coaches and players listed on the tournament roster for a given team are allowed on the bench for that team during the game. If a referee or the tournament director asks that an individual leave the bench and/or area and that individual does

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not, a technical foul shall be awarded to the opposing team. If the individual still refuses to leave, the game shall be stopped and a forfeit awarded to the opposing team **subject to the discretion of the tournament director.**

- **Playoff Seeding:** Seeding from each pool will be determined by win-loss record in pool play. There is a maximum of +15 for a win in pool and -15 for a loss in pool. All games in pool are included in figuring point system. (1) In case of a tie, head to head is the first tie breaker. (2) In case teams are still tied, the team with the highest +/- points differential will determine the higher seed. (3) In case teams are still tied, the least amount of points allowed in pool play will determine the higher seed. (4) In those instances where the teams are still tied, a coin toss will determine the higher seed.
- At the end of pool play, check brackets at your gym or at the Headquarters for seeding. Please make sure to come by and check your time, in case of changes!! You are responsible for knowing where and when your team plays.
- The game time will also be the forfeit time. Please arrive at least 30 minutes ahead of scheduled game time to avoid any problems. **The tournament director has final decision making authority on all matters including, but not limited to, forfeits.**
- **Time-Outs:** All teams will have two (2) full length time-outs per half. These time-outs do not carry over.
- **No switching teams:** A player can only play on one team in his age group during the entire event. However, a player can play on another team provided the teams are playing in different age groups and the teams are a member of the same grassroots travel program. If a team loses a player that player cannot switch to another team still participating. All players participating in bracket play must be on that team's original roster.
- **Disputes** The tournament director will have final say regarding any disputes.
- **Trophies** - We will present a trophy to all first and second place teams in GOLD DIVISION ONLY.

CODE OF CONDUCT

- **NO FIGHTING RULE** - Any player or coach involved in a physical altercation/fight at any time, on or off the court, will be ejected from the tournament. Further, any player that leaves the bench during a altercation/fight will be ejected from the game and will be suspended from his/her next game. In the event a player leaves the bench and participates in any fashion in an altercation/fight, that player will be ejected from the tournament.
- No cursing, foul language, fighting, physical violence, unsportsmanlike conduct, berating of fans, players, officials, or staff will be tolerated. The game is for the kids and families involved. Please help maintain a positive atmosphere win or lose. Anyone breaking the rules faces a technical foul for their team and possible ejection and suspension from the tournament. Any person found engaging in any of these activities with players, coaches, fans, officials, or event staff will be removed from the premises for the duration of the event without refund. The tournament director has final say regarding these matters.

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- **Casual profanity/cursing:** This pertains to expletives and verbal unsportsmanlike language not necessarily directed at officials or opposing players, but uttered out of frustration. Officials have discretion to issue a technical foul in this instances against the offending player or coach.
- **Parent/Spectator Rule:** All teams are responsible for the conduct of their parents and spectators in the gym. If any cursing, arguing, fighting, etc. or similar behavior occurs, head coaches will be asked to control their parent/spectators behavior. In the event they choose not to or the parent/spectator refuses to act in an appropriate manner, a forfeit may be awarded to the opposing team subject to the discretion of the tournament director.
- Foul language will not be tolerated by anyone. A second violation in a game will result in ejection and a possible suspension from one or more games. Any spectator or parent using foul language will be issued (1) warning by the staff followed by an ejection from the game and/or tournament without any refund.
- No smoking or alcoholic beverages are permitted at any site.
- No bouncing of balls in the school hallways or atriums will be permitted.
- Anyone defacing or damaging property of the school and/or facility at any time will be automatically ejected from the tournament and held liable for all costs.
- All protests must go through the on-site supervisor. If anyone believes any of these rules are being violated by anyone they may contact the on-site supervisor. Said supervisor will investigate all complaints received and will take appropriate action, which could include suspension or expulsion from the tournament. **The tournament director has final decision making authority on all matters.**
- Please keep all young children from running through the schools or facilities.
- Please enjoy yourself, support your child and/or team, and promote a positive and safe atmosphere.