

CTX Fall Showcase Tournament Regulations & Guidelines

1. All teams are guaranteed a minimum of 3 scheduled games.
2. Regulation High School Activities Association rules will be followed with the following stipulations:
 - a. Two 15 minute halves, regular clock, 9th – 12th grade
 - b. Two 14 minute halves, regular clock, 6th – 8th grade
 - c. **1 and 1 free shots will be awarded on 10th foul** of any half.
 - d. Player will be disqualified on **6th personal foul**.
 - e. Teams are not allowed to press over half court with a 25 point or more lead. The first violation will be a warning, if it continues technical fouls will be assessed to the bench if the officials deem it intentional.
 - f. If a team falls behind by **20 points** anytime during game the clock will become a running clock, excluding time-outs, for the remainder of the game until the margin gets back to **14 pts** and then the clock becomes a stop clock.
 - g. 3-minute half time and 5 minute pre-game warm-up unless behind on schedule in which case warmup is shortened to 3 minutes.
 - h. Game time is forfeit time.
 - i. Jerseys need only have a number on the back with no number restrictions.
 - j. **3 full 1 minute time-outs per game**, no 30 seconds time outs.
3. Participating teams to bring their own warm up basketballs.
4. First team listed or top team listed on tournament bracket will be **Home Team**. Home team will wear light jerseys and **provide game ball and scorebook keeper**. **Visitor** will wear dark colored uniforms and provide **clock operator**.
5. Players may play on only 1 team within a tournament age group. All games will be officiated by high school certified officials.
6. Inappropriate behavior will not be tolerated!!! A referee may remove players from the game or tournament for inappropriate behavior. We are here for the kids. Do not allow or condone poor sportsmanship. This includes coaches and parents!!!
7. Each tournament site will have a supervisor. Please direct all questions, comments, or concerns to this individual.
8. No food or drinks (except for water) are allowed in gymnasiums.
9. Tiebreaker procedure is as follows. 1st criteria is head to head competition. If a 3 way tie exists and there is no head to head winner, Point Differential System will be used. Maximum of plus 15 points for a win and a maximum of minus 15 points for loss. The team with highest point total will win the tiebreaker and the second highest number will be seeded second, etc. If two teams are tied with points, then revert back to head-to-head. If the teams are still tied, the team with the fewest points allowed in ALL games played in pool play wins. A forfeit is scored as a 15-0 game. If the tournament is a "Round Robin" format a point differential system will be used.
10. Overtime will be 2 minutes in length with regular clock operation. The clock stops on all dead balls. If game is tied after 1st overtime period, teams will play a sudden death period, with the first team to score, winning the game. 1 additional time-out for each overtime.