

2016 Christmas Classic

The Rules

THE RULES TEAMS MUST ARRIVE (10) TEN MINUTES PRIOR TO SCHEDULED GAME TIME
IF NEEDED HOME TEAM WILL PROVIDE CLOCK AND VISITOR WILL PROVIDE SCOREBOOK
HOME TEAMS WILL WEAR LIGHT UNIFORMS
AWAY TEAM WILL WEAR DARK UNIFORMS
TEAMS WILL HAVE A (5) FIVE MINUTE PRE-GAME WARM UP
ONLY (1) ONE COACH IS PERMITTED TO STAND DURING GAME
PLAYERS FOUL OUT WHEN THEY RECEIVE FIVE PERSONAL FOULS
TWO 16-MINUTE HALVES STOP CLOCK

When the score margin is 15 points or more, the Clock Runs. Stop Time resumes if at any point during the game the score margin reaches 14 points or less.

NO PRESSING AND RUNNING CLOCK WITH A 15+ LEAD
THREE TIMEOUTS PER GAME
HALFTIME IS THREE MINUTES IN LENGTH
TEN OR MORE TEAM FOULS, 1 AND 1, UNLESS A SHOOTING FOULD
ALL TECHNICAL FOULS ARE AN AUTOMATIC TWO POINTS AND THE BALL
1ST OVERTIME PERIOD IS 2-MINUTES IN LENGTH; 2ND OVERTIME IS SUDDEN DEATH – FIRST BASKET WINS!!
ONE TIMEOUT TO EACH TEAM DURING OVERTIME PLAY – NO CARRY OVER FROM THE GAME.
ALL PLAYERS ARE ELIGIBLE TO PLAY FOR NO MORE THAN (2) AGE DIVISIONS, FOR ONLY ONE BASKETBALL CLUB
OFFICIAL WIAA HIGH SCHOOL RULES WILL APPLY

Event Directors will have the final say on all grievances

STANDINGS TIE BREAKER

WIN-LOSS RECORD
HEAD-TO-HEAD COMPETITION
MAXIMUM/ MINIMUM (+20/ -20) WIN/ LOSS POINT SYSTEM
FEWEST POINTS ALLOWED IN TOTAL POOL PLAY