

DJ OG ONE INVITATIONAL

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

SEVEN FOULS 1 AND 1. 10 OR MORE FOULS 2 SHOTS.

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