



Swift Basketball Tournament Rules



This is a GRADE based High School and Youth tournament. Any exceptions must be approved by tournament director.

Sportsmanship: Do the right thing. Respect your Opponent, Officials, Table Staff and Opposition Fans. Exercise proper conduct. Coach, Player or Spectator may also be ejected for improper conduct.

Each Team must supply own warm-up balls. Game ball will be selected from Home team. Referees discretion. Uniforms with the number on at least one side – front or back. Home team is Bottom team on bracket or First team listed in pool games, and shall wear light jerseys.

GAME RULES

CLOCK RULES: 14 minute STOP TIME halves

3 Minute Warm-up. 2 minute Halftime.

5 Second Count on the Dribble or Held Ball.

Running Clock Rule / Sportsmanship Rule:

In the 2nd Half, If point spread reaches 20 points, game converts to running Time. Half Court Defenses only for the leading team while the Sportsmanship rule is in effect. Stop Time Resumes if Margin is cut to 12 or less.

10 Second Backcourt Count in effect.

No 30 second shot clocks.

1st Overtime is 2 minutes stop time.

Each additional overtime is 1 minute stop time. No Ties.

Time Outs:

3 Full per Game. 1 time-out per overtime, no carryovers.

FOULS:

Players foul out on the 5th Foul.

DOUBLE BONUS Only on 10th team foul

NO 1-n-1 Bonus shots given on the 7th team foul.

Game Time is Forfeit Time. Site Director MAY allow additional 5 minutes at his or her discretion and only **if tourney schedule is not behind.** Games may start before schedule game time with consent of BOTH teams Head Coaches. The Official Score Book is FINAL!! All Official's on court decisions are FINAL!! **NO Protests.**

Pool Tie Breaker – 1)Head to Head Competition, 2) Margin of Victory – Maximum of 13 points per game awarded, 3) Coin Flip