

Big State Flava Jam Rules

Rules of Play

1. Normal high school rules with stop clock on all dead balls.
2. There will be (2) 15-minute halves for all divisions.
3. 4 timeouts total per game – 2 full timeouts and 2 thirty-second timeout.
4. 3 minute halftime.
5. Guaranteed 3-minute warm-up between games.
6. Overtime is 1 minutes – (1) 30-second timeout in overtime with no carryovers. Each extra overtime is sudden death.
- 7. A player fouls out on her 6th personal foul.**
8. A team reaches 1-and-1 bonus on the 10th team foul of each half. There is no 2-shot bonus.
9. Team listed on left and top of bracket is home and wears light color. Bring both colors to game in case a team does not have extra uniforms.
- 10. Home team does clock and away team does book.**
11. Two technical result in automatic ejection from the game.
- 12. Game time is game time. At game time, clock will start. Once the team arrives, they will be charged a timeout. The opposing team will receive 1 point for every minute the offending team is late, then the game will start from that point(whatever the clock is). Clock will NOT be reset. If team has not arrived by halftime, then it is forfeit.**
13. Team Trophy will be awarded to the Champion per age division.

A player can ONLY play on one team during the entire event. A player cannot play in two different age groups or the same age group during the tournament. If a team loses, that player cannot switch to another team still in competition. All players participating in bracket play must have participated in at least one of the team's pool games.

14. During the Championship Round only (not during pool play), if a team is ahead by 20 or more points, the clock will not stop during the last minute.
15. The Tournament Director will have the final say regarding any disputes. This tournament is for the kids – let's always keep that in mind.
****New NCAA guidelines prohibit teams from playing more than 3 games in one day and no more than 5 games in a two day period. We tried to give teams as many games as possible and as much exposure as possible.**

Code of Conduct

1. There will be no cursing, unsportsmanlike conduct, foul language, physical violence, or berating of fans, players or officials. These acts will not be tolerated. The game is for the kids. Maintain a positive atmosphere – win or lose. Anyone breaking the above rules faces a technical foul for their team and possible ejection and suspension from the tournament.
2. Casual Profanity – Casual profanity pertains to expletives and verbal unsportsmanlike language not necessarily directed at officials or opposing players, but is uttered by a player out of frustration. This type of behavior is penalized by a technical foul against the offending player.
3. Foul language will not be tolerated by players, coaches, parent/guardians, and/or spectators. An automatic technical foul will be assessed if a player or coach uses foul language. A second violation in a game will result in ejection and a possible ejection from the game and/or tournament.
4. Any player, spectator or coach thrown out of a game will be subjected to possible suspension from tournament games.
5. No smoking or alcoholic beverages are permitted at any site.
6. No bouncing of balls in the school hallways is permitted.
7. Anyone defacing or damaging the property of the school whether before, during or after the game will be automatically suspended from the tournament and held liable for all costs.
8. If anyone believes the rules are being violated by any player, coach, parent or spectator they may contact the gym supervisor. The supervisor will investigate all complaints received and will take appropriate action, which could include suspension or expulsion from the tournament.
9. Please keep all young children from running through the schools or facilities.
10. Please keep all cheering in a positive manner and show good sportsmanship.