



MASE MADNESS OFFICIAL RULES

Rules subject to change prior to Tournament

ALL GAMES will start at their scheduled times and THERE IS NO GRACE PERIOD!
ALL TEAMS ARE GUARENTEED AT LEAST 3 GAMES

GAME STRUCTURE

- 18 minute halves running clock.....clock stops LAST MINUTE of each GAME.

-TIME-OUTS- 1 X :30 second and 1 X 1:00 minute EACH HALF

- Halftime will be 2 minutes. Amount of time for pregame warm ups depends on the game before you (Games will start ON TIME). On average teams will probably be given between 2-3 minutes to warm up, so arrive early to get loose and STRETCH.

- 2 point shooting fouls will yield 2 foul shots....3 point shooting fouls will yield 3 foul shots.

- Each technical foul will result in 2 free throws and the ball. 2 technicals will result in ejection from the game (techs count as personals too). 3 technicals over the course of the tournament and the player will be removed from the tournament.

- Each player is allowed 5 personal fouls. 7 team fouls will result in a one and one and 10 team fouls will result in 2 foul shots

- 1st Overtime is a 2 minute overtime....2nd overtime is sudden death. IF fouled on a shooting foul in overtime the player must make the free throw to end the game. IF fouled on the floor, the player must make the front end of the one-and-one to end the game. All overtime fouls will be one-and-one.

PLAYOFF SEEDING

Top 2 teams in each division will make the playoff round. Tie breakers to determine playoffs:

1. Head to Head
2. Point Differential (a forfeit will count as a 10 point win)
3. Points allowed

- If we have 3 teams within a division that are 2-1 and one team 0-3, this means it will come down to point differential since you will all have beaten each other.....So play hard the entire game!!

- In determining playoff seeding, it will come down to:

1. record
2. head to head
3. point differential
4. points allowed
5. coin flip

If we have (for example) three teams that are 3-0, they will be seeded 1 to 3 based on their point differential first, and points allowed second. If they are still tied we will go to a coin flip.

UNIFORM POLICY

- Everyone must wear the team jersey provided, for the duration of the tournament. Team players will be assigned a Team Sponsor to be selected by the Mase Madness Committee members. These jerseys will be handed out at check-in on the 1st day of the tournament so please plan to arrive early enough to provide time for jersey distribution.