



**Tourney office: 206-931-3444**

**2010 Game/Tourney Rules – Modified and in effect as of Jan 1, 2010**

1. NO player may play on more than one All-Star and/or Elite Team. *Exception* is that a high school player MAY play on her high school team AND her All-Star and/or Elite Team if both are entered in the tournament regardless if both are in the same division.
2. NCAA Playing time rule:  
Prospective student-athletes may participate in no more than five games over a rolling two-day period and in no more than three games on any one day.
3. **Graduates of 2010 may play in our events provided:**
  - a. **They play ONLY in the Elite division AND**
  - b. **They have not signed a National Letter of Intent, committed verbally or accepted a scholarship at any NCAA Division I, II or III school.**
4. EVERY PLAYER who participates in an NCAA Certified event MUST ATTEND an NCAA Educational Session.
5. EVERY Team coach MUST have an NCAA Coaches Approval Number. The ONLY verification will be the official NCAA Coaches Approval Website. A copy of your approval email will not be proof due to instances where these emails have been altered or forged in previous events. Each approved coach must WEAR the proper Tourney Identification at all times during the event. NO EXCEPTIONS!
6. Tourney Passes:
  - a. Each team will have one head coach pass, and a pass for up to two assistant coaches **provided** they have the mandatory valid NCAA Coaches Approval. NO OTHER passes will be given even if you have the NCAA coaches Approval.
  - b. Clock operators and score keepers are furnished for each game by the Tournament, team will not have to provide either.



7. The Game rules: **(NOTE CHANGE IN THIS RULE FROM July 2009)**
- a. 16-minute stop-clock halves. 5-minute half time. 5 minute warmup minimum. **The mercy rule has been eliminated starting in 2010.**
  - b. **Coaches are responsible for parental conduct and sportsmanship**
  - c. Players will be allowed six personal fouls.
  - d. **2 time outs (both 30's) per half**, use 'em or lose them. Time outs unused in the second half are carried into OT.
  - e. High school rules except there is NO shot clock. **No 30 - second clocks. Closely guarded is called on a held ball only. 10-second backcourt will be enforced. Over and back will BE ENFORCED.**
  - f. **Maximum of 5-minute pre-game warm-up period if previous game runs late. IF A GAME BEGINS LATER THAN 15 MINUTES PAST SCHEDULED TIME DUE TO ONE TEAM NOT SHOWING UP ON TIME, THAT GAME is considered a forfeit. The teams may play the remaining time left with a running clock, but the game will not be a counting game towards advancement in the tourney. IT IS IMPERATIVE THAT THIS GAME BE FINISHED BY THE START TIME OF THE NEXT GAME REGARDLESS**
  - g. On free throws we are going "Off the rim" NOT on the release.
  - h. Overtimes are 2 minutes, stop-clock with one additional time out each. **After 2-OT's we are in sudden death with the first to score becoming the winner.**
  - i. **On Technical fouls, two points will be awarded without shooting the free throws and possession of the ball.**