



Tournament Rules:

The official rules will be the National Federation High School (NFHS) rules for the current year, except where modified by the Rudy Gay Flight 22 Foundation below.

Rudy Gay Flight 22 Weekend Tournament is a grade-based tournament.

Teams must arrive 30 MINUTES prior to scheduled game time. (We will start a game 15 minutes early if court is available).

Game Rules:

- All games will play 16-minute halves (no shot clock).
- Warm-up: 4 minutes / Halftime: 3 minutes / Overtime: 2 minutes
- Timeouts: (1) 30 second & (1) 60 sec per half. Timeouts do not carry over. In the event of OT (1) 30 second will be given.
- Foul Shots: Athlete must let the ball hit before entering the lane.
- Fouls: Once a player receives his 5th foul, he has fouled out from the game.
- Team Fouls: Once the team has 7+ fouls, the team will enter a bonus shooting 1 & 1. Once the team has 10+ fouls, the team will enter a double bonus shooting 2 free throws.
- 20 Point Lead – 20 points or more clock runs until lead is 19 or less.

Team Responsibilities:

- Each team is allowed 2 coaches in the event.
- All Coaches are always required to have their credentials (coach wristband) with them to enter event.
- Home Team is listed on the left of the game schedule, sits on the left bench facing the game clock, and wears light color uniform.
- Visitor team sits on the right bench facing the game clock and wears dark color uniform.
- 1st technical foul assessed to a coach or player there is no penalty other than the technical foul.
- For the 2nd and following technical fouls, the player or coach does not participate in the remainder of that game.
- The player must leave the building once the 2nd technical is called and remain outside the building until the game is complete.
- Teams are allowed 10 minutes before a forfeit.

Center Court Clock Table:

- Rudy Gay Flight 22 Foundation will provide the clock personnel for all games and scorekeeper.
- NO Spectators are allowed at the score table.
- No additional books or personnel at the score table.
- There is no checking of book by non- participants during the game.

Tie Breaker:

- In any situation where two (2) teams are tied, head-to-head competition between the teams will determine the winner.
- If more than two (2) teams tie, a point differential tie-breaker will be applied. The ranked according to the sum of the point differential - with the highest number placing above the second highest point total and the third highest point total next. (The maximum that you can beat a team and still gain an advantage is 15 points.)
- If two (2) teams are still tied after the application of the formula, go back to (a.) to break the tie.
- If more than two (2) teams are still tied after the application of the formula, the point differentials of the team(s) not involved in the tie are added, and the results recalculated.
- The score of all forfeits shall be 15-0.
- If there is still a three-way tie, a three-way flip of the coin will determine team.

Misconduct of spectators, players or coaches can result in assessment of a technical foul, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules.

If you have any questions or concerns about the tournament, please contact:

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