**2016 Super 64 CLASSIC Tournament Rules**

 **MHSAA Rules for game play with the following exceptions:**

\*Official stopped clock consisting of two 14 minute halves 4th - 7th Grade and
two 16 minute halves 8th - 11th Grade

\*Clock will run the 2nd half if the lead is 20 points or more. Clock will be stop again when the lead is below 15 points.

\*Three timeouts will be permitted per game. 2–Full and 1–30 second timeout. Overtime will be one 2 minute period. 2nd over time is first team to score 2 points. One timeout will be granted for overtime. No carryovers.

\*Each game will have a 2 minute halftime.

\*Games will begin no earlier than 5 minutes prior to the scheduled time. Both coaches must agree and all players must be present.

\*A team will officially forfeit their game (15-0) if they are not on the assigned court within 5 minutes of the scheduled game time without proper notice or reason. Tournament director decision is final with regards to forfeit.

\*Abusive language or poor conduct will NOT be tolerated. If a parent, fan, coach or player is exemplifying poor conduct they will simply be removed from the venue without warning and may not be allowed back during the remainder of the event. The tournament director’s decision is final with regards to any conduct issues.

\*For seeding purposes the following rules apply to all tie-breakers:
Any two-way tie, head-to-head Any three-way tie:
Point differential of games involving tied teams only.
Differential value is assessed and ranked with a 15 point maximum.
In the event two teams end with the same differential value refer to two-way tie.
If three way ties still exist, coin flip.

Tournament Director’s decision is final and without appeal.