

2018 Best of the Best Rules

1. Each team MUST provide a score/clock keeper
2. 3rd-5th grade are 13 minute stopped clock halves
6th - 11th grade are 15 minute stopped clock halves
3. Each team gets four timeouts per game and 1 additional if overtime
4. If a team is up by 30 points in second half it is a running clock until score is lower than a 20 point lead
5. Teams can press until they get up by 25 then please take it off
6. Free throws will be played on the release
7. All players will receive 6 personal fouls
8. All free throws are 1 & 1 unless it is a shooting foul; bonus starts on the 7th foul
(there is no double bonus)
9. Halftime is 3 minutes in length
10. 3rd grade only can move a step up for free throws (please remind ref before game)
11. Overtime will consist of 2 minute stopped, double OT will consist of 1 minute stopped time, third OT is sudden death win by 2 points
12. If there is any disputes the site supervisor will make all final decisions
13. If a coach/player/spectator is involved in any fighting and gross unsportsmanlike behavior at all you are disqualified for the rest of the event. Remember score keepers are neutral parties and can not cheer or say remarks while sitting at the score table.

Best of the Best Classic Rules Continued!

16. First team listed or top of bracket is the away team and must wear dark uniform

17. To determine pool seedings we will use the following:

1) head to head 2) plus or minus 15 3) total points scored

18. 3rd - 6th grade we are using a 28.5 ball;

7th - 11th grade we are using a 29.5 ball

19. No games will start before the scheduled time **unless** both coaches agree.

20. We will allow a player to play up a grade for the same club. If a player is on two teams he can play on both teams during pool play only. For bracket play a player may only play on one team. This will alleviate any issues of a player joining another team once his team has been knocked out.