

Merrimack Invitational Basketball Tournament Rules

All National Federation of State High School Rules will apply with the following exceptions and additions:
FORMAT: We will follow a round robin/pool play format. This guarantees each team a minimum of 3 games.

Advancement To Championship (In order of qualification):

BEST RECORD:	4 Team Division	Two teams will play in the Championship Game
	6 Team Division	Two Pools (East & West) of three (3) shall be formed with the winner of each pool to play in the Championship Game. Cross bracket games will NOT be counted against Pool record.
	8 Team Division	Two pools (East & West) of four (4) shall be formed with the winner of each pool to play in the Championship Game.

TIEBREAKERS:	FIRST	With two or more teams in a pool tied, head to head competition will determine the team(s) to advance.
	SECOND	With two or more teams in a pool still tied, total point differential will determine the team(s) to advance. Note: Points are calculated by adding and/or subtracting the total points earned in each winning game, with a maximum of 10 points per game. A forfeit shall be 10 points.
	THIRD	With two or more teams in a pool still tied, the total point differential of the teams NOT involved in the tie breaker are added. Note: After a team is eliminated from contention the remaining teams will return to step 1 to determine a winner.

If the above tie breaker fails to eliminate the tie, a coin toss will determine the winner.
 Three teams tied will all toss a coin with the odd result advancing.

GAME RULES:

Playing Time:	All games will consist of four eight (8) minute periods. The first and third quarters will be running clock. The second and fourth will be stopped clock.
Overtime:	All overtime periods will be a standard 4 minutes in length. Teams will be granted 1 additional timeout at the start of each overtime.
Player Eligibility:	No player may play for more than one team. Once the tournament begins, NO roster changes are permitted. Proof of eligibility is determined by the team's roster. No player may play if they are playing for a High School Basketball Program. Any team found guilty of falsification or of playing an ineligible player will be disqualified as well as any other team(s) in their program regardless of their team record.
Start of Matches:	All teams are expected to be ready to play at the scheduled starting time, failure to comply may result in forfeit at the discretion of the tournament committee. Before the start of every game, each coach will provide the scorer's table with a team roster, indicating the team name, players' names and jersey #'s and will enter this in this roster in the official scorer's book.
Equipment:	All teams MUST have the same color shirts with numbers. No duplicate numbers will be allowed. ONLY TEAM basketballs will be permitted in the school buildings. Coaches should make sure their equipment is properly marked.
Coach & Fan Conduct:	Coaches and assistant coaches must set an example for their teams by conducting themselves properly, supporting the referees, assisting and maintaining order before, during, and after the game. They are responsible for themselves and their fans, neither of which shall be permitted to disrupt the game or direct verbal or physical abuse to players and/or referees. Failure to comply with this rule will result in technical fouls, ejection from the game, or other penalties determined by the officials and/or the tournament committee.
Ejections:	The status of anyone ejected from a game, whether it be a coach or a player will be reviewed by the tournament committee and expulsion from the tournament may result.
Pee Wee Division:	The foul line will be moved up two (2) feet toward the basket. Pressing is NOT allowed until the last four (4) minutes of the fourth (4th) quarter and all overtime periods. One warning will be given with the second call a technical. No three (3) point shots allowed.

Timeouts All Divisions: 3 - Full 2 - 30 second