



Michigan Roundball Classic Event Rules

PLAYING RULES: All games are played using National Federation rules, with the following exceptions:

- 1 + 1 on the 10th foul of each half
- 10 second count in the backcourt
- Play the release of the ball on free throws
- 6 fouls per player

TIMEOUTS: 1 full, 2 thirty second timeouts per game

TIME: Games will be played with two 20 minute halves (first 16 minutes is running clock and last 4 minutes is stopped clock of each half). Three (3) minute halftime (2 minute halftime if games are running behind).

OVERTIME: 2 minutes running clock with stopped clock the last 30 seconds with one additional 30 second timeout awarded; Additional OTs = Same as above but no additional timeouts are awarded.

GAMES: All teams will have 5 games.

CLOCK & SCOREBOARD: Both teams are responsible for placing one person at the scorer table to cover the official game score book or operate the clock.

PRE-GAME WARM-UP TIME: As much time as available before the scheduled start time. 3 minutes if the game is starting after the scheduled start time. No game may begin before the scheduled time.

FORFEIT RULE: 5 Minutes. Director has right to override forfeit rules due to extreme circumstances

Teams are responsible for their own warm-up & game ball.

There is no designated 'home team' as some teams only have one set of uniforms.

The head basketball official on each court has the final say in all matters pertaining to the game.

Unsportsmanlike conduct will not be tolerated at this event. Anyone not meeting this event obligation will be asked to leave the facility no questions asked.

POOLS & SEEDING: Seeding for brackets is determined on the teams placement in the pool. Seeding is determined 1. Overall Win/Lose record 2. Head to head (if tie) 3. Overall Points (points are capped at +20).

**Brackets will be posted online Saturday
evening at www.mgbr.org**