

DOUBLE PUMP TOURNAMENTS

Regulations and Game Rules

Game Rules

National Federation High School Rules with the following exceptions:

- 1) Game time is kept in 16 minute stopped time halves with a three (2) minute halftime and no shot clock.
- 2) There are two (2) full and two (2) 30 second timeouts per game.
- 3) Overtime is played in two (2) minute stopped time segments until a winner is determined with one additional 30 second time out for overtime.
- 4) No game will begin before the scheduled start time.
- 5) There will be a minimum of a three (3) minute warm-up period between games.
- 6) In pool play, the team listed first is the home team and will wear light colored jerseys when possible. In bracket play, the home team is listed first in the game numbers schedule and will wear light colored jerseys when possible.
- 7) Final pool standings are determined by win-loss records within the same pool. Tie breaking procedures are: 1) Head to head competition. 2) Defensive points allowed in all pool games. 3) Point differential in all pool games with a maximum of 15. The sequence is repeated one step at a time, in case of a three-way tie, until all places are determined. If all categories do not determine the order of finish, a coin toss will be held as a final step.

Forfeits

All teams are expected to arrive for games prior to the scheduled start times. A five (5) minute grace period is allowed before a forfeit is declared.

IMPORTANT: If any team is knowingly unable to make their next scheduled game, please notify the Tournament Director to allow a fill in team to be located. Teams that forfeit games may not be allowed in future Double Pump events.

It is important to note that games will be declared a forfeit if a player is discovered playing on more than one team. A player's "official" team is the first team he plays for in the tournament.

Ejections

Any player or coach who initiates an intentional aggressive act against another player, coach or game official may be ejected from the game and from further participation in the tournament. There is no appeal process for ejection from a game. Appeals may be made to the Administrative Committee regarding ejection from the tournament.

Player Movement

Players may not play for more than one team during the tournament. Any player who participates for more than one team will cause the second team to forfeit their game as well as losing their own eligibility to play.

Sportsmanship

All players, coaches and fans are expected to model the ideals of good sportsmanship at all times. The games are designed to demonstrate the positive aspects of athletic competition. Verbal abuse of opponents or officials will not be tolerated at any time by coaches, players or fans.