

## GAME RULES

- No game starts before the scheduled time
- Teams are encouraged to arrive on site a minimum of 30 minutes before their scheduled game times
- 16 minute stopped time halves
- 1 & 1 bonus on tenth foul
- 6 player fouls per game, a player will be disqualified from a game after receiving 6<sup>th</sup> foul
- 2-30 second time-outs and 2 full time-outs
- 3 minute half-time
- 3 minute overtime (with one additional 30 second time-out)
- 3 minute second overtime
- Sudden death third overtime
- All overtimes will start with a jump ball
- No shot clock will be used
- No mercy rule (All games are stopped clock no matter what the score differential)
- Each team is responsible for providing their own warm-up basketballs. The Shoot-out will provide a Nike leather basketball to be used as the official game ball.
- Players are prohibited from wearing jewelry, barrettes or hairclips. Taping over jewelry is not permitted.
- NJSIAA rules apply expect where superseded above.

**WE ASK THAT THE COACHES, PLAYERS, OFFICIALS AND FANS TREAT EACH OTHER WITH RESPECT AND DEMONSTRATE SPORTSMANLIKE CONDUCT BEFORE, DURING AND AFTER THE GAMES.**

**ANY PLAYER OF COACH RECEIVING TWO TECHNICAL FOULS IN ONE GAME WILL BE AUTOMATICALLY EJECTED FROM THAT GAME.**

**ANY PLAYER, COACH, TEAM SUPPORT PERSONNEL, TOURNAMENT PARTICIPANT, OR FAN EXHIBITING CONDUCT UNBECOMING TO THE EVENT, MAY BE SUBJECT TO DISQUALIFICATION FROM THE TOURNAMENT AND/OR EJECTION FROM THE TOURNAMENT AT ANY TIME.**

**ON-SITE ATHLETIC TRAINERS ARE NOT RESPONSIBLE FOR PRE-GAME PREVENTATIVE CARE (I.E. ANKLE TAPING) OR TREATMENT OF PRE-TOURNAMENT/PRE-EXISTING INJURIES OR CONDITIONS. TEAMS ARE RESPONSIBLE FOR SUPPLYING THEIR OWN ATHLETIC TAPE AND SUPPLIES.**

*Disclaimer: Rutgers, The State University, is not responsible or liable for any of the activities in respect to the camp; the Camp Director is an independent contractor.*