

2013 Battle in the Boro Tournament Rules

- All games will consist of two 16 minute halves. Clock will stop on everything, unless the Skunk Rule is in effect.
- A player will be disqualified on the sixth personal foul.
- Each team gets 2 Full Time Outs and 2 30 Second
- Halftime will be 3 minutes.
- A one-and-one bonus situation will begin on the 10th team foul of each half.
- All teams must be ready to play at the designated times. The upper gym is available on a first-come basis for warm-ups at some sites. If time permits, warm-up time may be available at the game site before the start of the game.
- Any disputes or protests will be settled immediately by the tourney director at each site.
- In case of overtime, a two minute stop time period will be played. If the game is still tied at the end of the first overtime, overtime after that will be one minute each until a winner is declared.
- All other NCAA rules will be in effect.
- Home teams will be listed first on the schedule. They will wear light colored jerseys. And they are required to keep the score book.
- Teams will have to supply their own warm-up balls.
- No games will start before their scheduled time.
- There will be a 5 second closely guarded rule and also a 10 second backcourt rule.
- Mercy Rule: If one team is behind by 25 points or more, the clock will not stop starting the 2nd half, until the score has gone back under 15 points. The clock will continue to run except for time-outs.
- Each team will have 2 Full Time outs and 2 30 second time outs.
- Tie Breaker Rule: 2 Teams = Head to Head
3 Teams = +13/-13 Point Differential
Lowest point team tossed out
Remaining two teams go head to head

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3 team Point Tie Goes to a Coin Toss