

Top Gun Tournament Rules

1. Time Outs
 - a. 4 – 30 second timeouts
 - b. 1 – 30 second extra timeout per overtime
 - c. Timeouts not used in regulation will not carry over to OT
2. Game Length
 - a. JV – 14 minute stop clock
 - b. 7-8th – 14 minute stop clock
 - c. 4-6th – 12 minute stop clock
 - d. Runnin Clock will be instituted if a 20 point lead is gained at anytime in the second half. Stop clock will be re-instituted if point spread reaches 10 or under.
3. Court Rules
 - a. No shot clock
 - b. 10 second back court
 - c. 5 second closely guarded
 - d. 5 second closely guarded held
 - e. 5 fouls per player
4. Free Throws
 - a. Enter on contact with rim
 - b. 6 players around key on free throws
 - c. 10 teams fouls to enter 1 and 1 bonus
 - d. No double bonus
5. Overtime
 - a. 1st overtime 2 minutes stop clock
 - b. 2nd overtime 1 minute stop clock
 - c. 3rd overtime 1st team to score
6. Technical's
 - a. Player technicals will go as personel foul
 - b. 2 technical's sit out current and game and following
 - c. Parent removed from gym cannot return to gyms that day
7. Tie Breaker
 - a. Win/loss
 - b. Head to head
 - c. +/- points up to 13
 - d. Total points allowed in pool play