**2022-23 MAC GYM TOURNAMENT RULES**

(2) 15 – MINUTE HALVES (RUNNING CLOCK)

Logo, company name

Description automatically generatedCLOCK STOPS LAST 30 SECONDS OF FIRST HALF; LAST MINUTE OF 2ND HALF UNLESS A TEAM IS AHEAD BY 20 PTS.

1 – TIME OUT PER HALF (30 SECOND) PER TEAM

2 - MINUTE HALFTIME

5 – MINUTE WARMUP BEFORE GAME -ADJUSTED AS NEEDED – BE READY 10 MINUTES BEFORE SCHEDULE TIME

1 – MINUTE - 1ST OVERTIME – CLOCK STOPS LAST 30 SECONDS – 2ND OVERTIME SUDDEN DEATH – ONLY 1 TIMEOUT PER TEAM IN ANY OVERTIME

7 TEAM FOULS – 1 AND 1 FOUL SHOTS

10 TEAM FOULS - 2 FOUL SHOTS

**6th GRADE –**

JR. HIGH RULES – NO PRESS IF UP BY 12

**5th GRADE –**

M2M DEFENSE – MAY DOUBLE TEAM BALL – MAY PRESS LAST 5 MINUTES UNLESS UP BY 12 POINTS

MAY STEP ACROSS FOUL LINE BUT CANNOT REBOUND

**3RD & 4TH GRADE –**

M2M DEFENSE – MAY DOUBLE TEAM BALL - MAY PRESS LAST 2 MINUTES OF GAME UNLESS UP 12

MAY STEP UP TO BLUE SIDELINE TO SHOOT FOUL SHOTS BUT MAY NOT REBOUND

PLEASE CLEAN BENCH AREA AFTER GAME IS OVER

1ST AND 2ND PLACE MEDALS (MAXIMUM 10 PER TEAM)