



*Current National Federation of State High School Association (NFHS) rules will apply with the following modifications or exceptions as indicated in this document. Tournament staff reserves the right to amend these rules in the interest of safety and fair play for all. All decisions rendered on protests by tournament staff are final.*

### **DIVISIONS OF COMPETITION:**

Men's                      Women's

**FORMAT:** Each team will be guaranteed two pool play games. Single elimination playoff brackets will follow the pool play games. Exact format and schedule will depend on the number of teams that register.

**JERSEYS & EQUIPMENT:** All players must wear jerseys of the same color with numbers on the front and back (2 sets preferred: one light, one dark). Single- or double-digit numbers from 0-5 must be clearly visible and CANNOT be taped.

It is prohibited for a player to wear equipment which would be considered dangerous to oneself or to another player. Examples of this type of equipment include, but are not limited to:

1. Hard casts
2. Jewelry
3. Hard or unyielding items to control hair
4. Any headwear, except for a legal headband
5. Religious medallions and medical identifications must be removed from chains and taped or sewn under the uniform. An individual may be allowed to wear religious objects if the individual requests prior approval from the Tournament Director.

In all cases, the officials may deem any article illegal equipment if they feel it poses a hazard to either the player or their opponents.

**FORFEIT PROCEDURE:** If a team fails to have the required number of participants at the scheduled game time, they will forfeit the game. A team winning a game by forfeit will receive a score of 2-0 when determining advancement from pool play.

**ROSTERS:** All players must present a valid student ID at each game to the game staff and be registered on the team's final roster. Any changes to the team's official roster must be completed by February 17<sup>th</sup>. Only players and up to two coaches will be allowed to sit on the bench during games.

### **RULE MODIFICATIONS:**

1. The game will consist of two 20-minute halves. The clock will stop in the last 2 minutes of each half using normal NFHS timing standards.
2. If a team is up by 15 or more points in the last 2 minutes of the game, the clock will not stop.
3. Halftime will be 5 minutes in length.
4. Each team is allowed three timeouts per game (30 seconds in duration). One timeout will be given per overtime, unused timeouts from regulation do not carry over.
5. If necessary, a three-minute overtime period will be played (clock stops on the officials' whistle in the last minute).

### **TIE BREAKING PROCEDURES**

1. Head-to-head
2. Total point differential for all games
3. Coin flip

In the event of a tie involving more than 2 teams, the procedure will be followed until one or more teams has been eliminated and the procedure will begin again with the remaining teams until all ties have been broken.



**SPORTSMANSHIP:** Good sportsmanship is required of all participants. Players, coaches, and spectators are to always conduct themselves properly. UConn Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during and/or after a game (event) will not be tolerated. **The team captain assumes full responsibility for the conduct of the team and spectators.**

Players and teams who accrue a number of unsportsmanlike technical fouls will be disqualified from games and suspended from further participation in tournament games as follows:

- One player receives 2 unsportsmanlike technical fouls or a flagrant foul during a game. *Penalty: Disqualification from that game, suspension from the team's next game played, and probation for the remainder of the tournament.*
- Fighting – *Penalty: Disqualification from that game, suspension from the team's next 2 games played, and probation for remainder of the tournament.*
- One player receives 3 unsportsmanlike technical fouls/flagrant fouls during the tournament. *Penalty: The player is disqualified from that game and suspended for the remainder of the tournament.*
- One team receives 4 unsportsmanlike technical fouls/flagrant fouls during the game. *Penalty: The team forfeits the game and probation for the remainder of tournament pending approval from the tournament director to continue.*
- One team receives 5 unsportsmanlike technical fouls/flagrant fouls during the tournament. *Penalty: The team is dropped from the tournament.*

**PROTESTS:** In the case of a misapplication or misinterpretation of a rule by the game official, teams will have the ability to call a timeout and protest the decision.

- Protests concerning player eligibility must be made to tournament administration immediately upon discovering there may be an eligibility issue. The tournament director will rule on this type of protest.
- Teams may not protest the fact that a player was ejected for unsportsmanlike conduct.
- Teams may not protest a judgment call of an official.

All decisions made by the protest committee will be final.

If you have any questions, please contact the UConn Competitive Sports Office  
at 860-486-6514 or by email: [competitivesports@UConn.edu](mailto:competitivesports@UConn.edu)

Schedules and results will be available at [myrec.uconn.edu](http://myrec.uconn.edu)