



Jane and Finch March Insanity Basketball Invitational

- 1) Teams are guaranteed two **(2)** games during regular tournament play, and can receive up to **(4)** games max based on advancement during tournament.
- 2) Registration fees must be received by the due date or the next team on the waiting list will take the place upon their deposit.
- 3) Tournament will be held **Saturday, March 11th to Thursday March 16th**
- 4) Registration **deadline is Friday, March 3rd**. Team rosters and registration fees must be received by this deadline; absolutely no teams will be accepted after this date!
- 6) Cost of the tournament will be **just \$275 per team**. Cash or Email Money transfer preferred to janeandfinchmarchinsanity@gmail.com
7. To avoid the conflict of teams playing in identical colors, each team must be equipped with an extra set of T - shirts or Jersey's with alternate colors.
- 8) **Sr Girls, Jr Girls, 17u, 16u, and 15u games will consist of Two (2), 20 minute Running time, and stop time with 2 minutes remaining in the halves unless in the second half there is a 20 point spread, the time will run straight. Teams will be given two (2) Full time-outs per half. Time-outs cannot be carried over. Teams will be given a maximum of Three (3) minutes per half time**
- 9) **14u, 13u, and 12u games will consist of Two (2), 18 minute Running time, and stop time with 2 minutes remaining in the halves unless in the second half there is a 20 point spread, the time will run straight. Teams will be given two (2) Full time-outs per half. Time-outs cannot be carried over. Teams will be given a maximum of Three (3) minutes per half time**
- 10) **11u and 10u games will consist of Two (2), 16 minute Running time, and stop time with 2 minutes remaining in the halves unless in the second half there is a 20 point spread, the time will run straight. Teams will be given two (2) Full time-outs per half. Time-outs cannot be carried over. Teams will be given a maximum of Three (3) minutes per half time**
- 11) Fouls: **Players will be allowed 5 fouls per game**. Bonus shots will be give after the 7th team foul and double bonus after the 10th team foul per half. Two technical fouls will result in ejection from the game
- 12) All games will be played with federation high school basketball rules
13. Coaches should remain within the confines of the bench area except for the sole purpose of seeking information from the scorers and timers table.
14. Each team must supply own personal team balls for use during warm-up time.
15. **All players have to play one game before they are allowed to play in the semi-finals or final game**. Please forward all questions to the tournament conveners.
16. **Overtime: A two (2) minute stop time will make up the first overtime period. If a second overtime is needed, it will be one (1) minute stop time**
17. **Point spread rule: The number of points that you win by count.**