

# Ro-Hawks Basketball Series Tournament Information & Rules

Website: [sarohawks.com](http://sarohawks.com)  
[On-Line Registration](#)

<b>DATES: 2014</b>
<a href="#">TBD Play for the Summer Series Tournament \$325</a>
<a href="#">TBD Play for the Summer Series Tournament \$325</a>
<a href="#">May 2-4 (AAU Qualifier all Ages)</a>
<a href="#">TDB Play for the Summer Series Tournament \$325</a>
<a href="#">TBD (Lady First) Girls Only</a>
<a href="#">TBD</a>

**ENTRY DEADLINE: 5 DAYS PRIOR TO TOURNAMENT START DATE.**

**DIVISIONS: GIRLS/BOYS** ("Lady RoHawk" Tournament is GIRLS Only) – 9U/3<sup>rd</sup> Grade, 10U/4<sup>th</sup> Grade, 11U/5<sup>th</sup> Grade, 12U/6<sup>th</sup> Grade, 13U/7<sup>th</sup> Grade, 14U/8<sup>th</sup> Grade, 15U/9<sup>th</sup> Grade, 16U/10<sup>th</sup> Grade, 17U/11<sup>th</sup> Grade, 18U/12<sup>th</sup> Grade

**LOCATION:** Alamo City Christian Fellowship, [6500 IH-35 North San Antonio, TX 78217](#)

**AWARDS:** Team trophies and medals for 1<sup>st</sup> and 2<sup>nd</sup> place in each age group.

**ENTRY FEE:** \$175 per team except as indicated. A **\$25 non-refundable deposit** 2 weeks prior to the tournament will reserve a spot in the tournament and a \$25 discount for your team for early registration. The remaining balance of **must** be paid before you play your first game. Entry fees **must** be paid by **cashier's check, money order, or cash**. **NO PERSONAL CHECKS** will be accepted. Make cashier's checks or money orders payable and mail with your team roster to:

P.O. Box 2051  
Universal City, TX 78148  
or  
[PAY ONLINE](#)

San Antonio RoHawks

**TOURNAMENT DIRECTORS:** Ed Johnson, 210-386-7010, James Henry, 817-456-2006, or Daryl Richardson, 210-378-9257. You can also email us at [rohawks96@yahoo.com](mailto:rohawks96@yahoo.com) or [rohawks@yahoo.com](mailto:rohawks@yahoo.com).

**ADMISSION FEE:** \$7 per day or \$12 tournament pass. **Ages 10 and under FREE.**

**RULES/FORMAT:** NFHS Rules will be used. Pool play with a single elimination bracket **NOTE:** Teams are guaranteed **4 games**. **We reserve the right to change the format based on the number of teams that enter the tournament, i.e. round robin. We also reserve the right to change the timing of each game to running clock based on limited facilities and time constraints.**

**TIEBREAKER:** 1) Head to Head 2) Points – max 15 points for a win 3) Total points scored

**GAME LENGTH:** 9/U – 10/U: **14 minute halves** 11/U – 18/U: **14 minute halves**

**GAMES NOTES:** **IT IS IMPORTANT THAT WE STAY ON SCHEDULE!!**

1. WE WILL MAKE EVERY EFFORT TO POST THE SCHEDULE ON THE WEBSITE 2 DAYS BEFORE THE TOURNAMENT STARTS. **All coaches will be required to check in and turn in a roster** prior their first scheduled game to pickup up their PASSES, SCHEDULE, and PAY the remaining balance of their tournament entry if necessary.
2. Game time is **FORFEIT** time, **EXCEPT**, for the first game of the day at each gym. There will be a **10-minute** grace period for the first game of the day **only**.
3. The clock will **stop** on all whistles, **UNLESS**, 1) We fall more than 20 minutes behind schedule.
4. **20 POINT RULE:** When a team falls behind by more than 20 points at any time during the game the clock will run, **EXCEPT** timeouts. **IF A TEAM IS BEHIND BY MORE THAN 20 PTS IN THE 1<sup>ST</sup> HALF, THE CLOCK WILL RUN UNLESS THE LEAD IS REDUCED TO 10 PTS OR LESS FOR THE REMAINDER OF THE 1<sup>ST</sup> HALF, EXCEPT FOR TIMEOUTS ONLY. 2<sup>ND</sup> HALF: THE SAME RULES APPLY**  
**NOTE: STARTING THE 2<sup>ND</sup> HALF---IF THE LEAD WAS @ 20PTS AND IS STILL MORE THAN 10 PTS THE CLOCK WILL CONTINUE TO RUN AT THE START OF THE 2<sup>ND</sup> HALF**
4. **ROSTER: ONLY 2 TEAM COACHES AND/OR MANAGER/SCOREKEEPERS** and a **Maximum of 12 players** per team. **NO PLAYERS CAN BE ADDED TO YOUR ROSTER AFTER YOUR FIRST GAME.**
5. Overtime: 2 minutes. Double Overtime: 1 minute. **NOTE:** In all overtime periods the clock will run, **EXCEPT, on free throws and timeouts.** After double OT all other overtime periods will be sudden death.

6. Free throws will be shot when a player is fouled in the act of shooting or when a team reaches **9 team fouls (1-AND-1) THERE IS NO DOUBLE BONUS**. Each player will be disqualified on his/her **6<sup>th</sup> personal foul**
7. Timeouts: 4 full timeouts per game. Teams will be given **one 30-sec timeout** for each overtime period.
8. Teams will be given 3 minutes to warm up and 3 minutes at halftime