



- Two 16-minute halves: 2-minute half time (17U-15U)
- Two 15-minute halves: 2-minute half time (14U-9U)
- 5-minute forfeit time (unless approved by Phenom staff): 5 minutes after the start time, the game will be forfeited. Teams can play with a running clock, but the delinquent team will get the loss.
- 2-minute warm-up time between games.
- 20-point lead running clock. Only stop once the lead goes under 15.
- The game is called if the score is over 30 points in the final minute.
- 3-30 second timeouts per game.
- Shooting one and one on the 7th team foul.
- Shooting two shots on the 10th team foul.
- Each player gets six fouls BEFORE FOULING OUT.
- Overtime = the first team to score 3 points. Each team gets one timeout in OT. Timeouts do not roll over.
- The home team is listed first or on top and will provide the official scorekeeper. The visiting team may also keep a person at the scorer's table.
- Bookkeepers, please keep player points and the running score. Remember, the scorebook is the official score.
- Teams will need to furnish their warm-up basketballs.
- The home team provides the game ball. 13U and above play with a 29.5. 12U and below play with a 28.5.
- Teams are expected to pick up trash on the bench after every game.
- Only two coaches per team receive a coach's pass. One needs to be the scorekeeper.
- All teams must use the official Phenom Hoops score sheet.
- Players cannot play on multiple teams unless it's the same organization. They must meet age/grade requirements.
- Age/Grade Rules: Players must play at their correct age/grade level (players can play up). They must fall within the following parameters at the time of the event:

○ 17u / Juniors & Seniors	14u / 8 th Grade	11u / 5 th Grade
○ 16u / Sophomores	13u / 7 th Grade	10u / 4 th Grade
○ 15u / Freshmen	12u / 6 th Grade	9u / 3 rd Grade
- If a team plays with ineligible players, their games will be forfeited.
- Rude behavior and verbal abuse toward officials & opponents will not be tolerated. Remember, you are a role model for your team of young athletes. Set a positive example. The use of profanity will not be tolerated.
- If a coach is ejected for any reason, they must leave the facility not to return during that day. They may not stay in the lobby and not be allowed back for a later game. There may be some instances where a coach may be allowed back, but approval must come from the event center staff.
- If a player is ejected (non-fighting), he must be removed from the game and sent to the bench.
- If a player is ejected for fighting, he is suspended from the event for the rest of the weekend.
- If a spectator is ejected for any reason, they must leave the facility and cannot return during that day. They may not stay in the lobby or return for a later game that day. There may be some instances where a parent may be allowed back, but approval must come from the event center staff.
- Phenom does not have the authority to allow a fan and coach to stay in any place of the building or allow a fan and coach back in on the same day as the ejection.
- Players must use the bathrooms to change clothes.