

Swoosh Tournament Rules & Guidelines

Home and Away

- The team listed **on the LEFT or TOP** of the bracket is the **Home Team** and must wear **light-colored jerseys**.
 - Standard **High School (FIBA)** rules apply with the following **Swoosh modifications**.
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Game Format

- **Quarters:** 4 x 9-minute stop-time quarters.
 - **Halftime:** 5 minutes (to maintain schedule).
 - **Warm-up:** 5 minutes between games — teams should stretch prior.
 - Bring your own basketballs for warm-up. **Swoosh will not supply balls.**
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Timeouts & Overtime

- **Timeouts:**
 - 2 in the first half
 - 2 in the second half
 - *No carry-overs.*
 - **Overtime:** One 3-minute period.
 - **First team to 5 points wins.**
 - If neither team reaches 5, the team leading at the end of 3 minutes wins.
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Fouls & Penalties

- **Player fouls out** after 5 personal fouls.
 - **Bonus:** Begins on the **5th team foul per quarter**.
 - **Technical fouls:** Two technicals = **automatic ejection** from the current and next game.
 - This rule applies to **players, coaches, and fans**.
 - **Zero tolerance** for fighting or abusive behaviour.
 - **Ruling on the court is final. If you are ejected, YOU WILL NOT BE ALLOWED TO PLAY NEXT GAME SO DO NOT GET EJECTED**
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Ball Sizes

- **Girls:** Size 6 (28.5")
 - **Boys** Size 7
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Modified Rules

- **Running Clock:** When a team leads by **25 points or more**, the clock will run continuously.
- **Half-Court Pick-Up:**
 - Not required at any level (club tournament rule).
 - However, **sportsmanship** is encouraged — teams may pick up at half when leading by a large margin.
 - **Tournament directors may enforce this rule at their discretion.**