



UTRGV MBB Team Camp Game Rules

- 2 (16 Minute Halves)
- Running Clock (Except for last minute of each half, timeouts & free-throws)
- Minimum 5 Minute Warmup
- 1 timeout per half (2 total timeouts for game)
- 1-minute overtime (1 timeout per team, timeout carries over from 2nd half only)
- Sudden Death (1st team who scores) if still tied after 1st overtime
- Only keeping team fouls
- 7 fouls for 1 & 1
- 10 fouls start the double bonus
- No personal fouls will be kept
- 2 Technicals & ejection from contest (Coaches and Players)
- If tied in pool play: The point difference determines tiebreaker.
- If still tied after point spread: There will be a coin flip and Caleb determine who calls first.