



General Tournament Information

- The home team must wear light colored uniform tops and the away team must wear dark colored uniform tops.
- Game officials have the authority to eject players and coaches for poor sportsmanship at their discretion. All ejections are reviewed by the referee assignor and tournament director(s).
- All coaches must check-in at the designated location and receive a wristband in order to sit on the bench. Only two coaches are allowed per team. A program director may take the place of an assistant coach with prior approval.
- Coaches are responsible for controlling team spectators and fans. Referees and tournament officials have the authority to ask a player or fan to leave for unsportsmanlike conduct. Teams can receive technical fouls for the actions of their coaches, players and spectators for any distractions ruled as unsportsmanlike conduct by the tournament staff.
- If a coach, player, or spectator is ejected from the game, he or she may be suspended for the next game during tournament play at the tournament director's discretion. The suspended coach, player or spectator may not be allowed on the property for the game in which they are suspended if the tournament director feels it is necessary. An ejected coach, player, or spectator must leave the vicinity of the playing court and must be out of earshot and out of sight of the officiating staff.
- Any tournament participant (player, coach, fan, or referee) that has a physical interaction with another player, fan, coach, or referee can be suspended for not only that weekend's event, but also indefinitely, at the tournament director's discretion. A return to the facility is at the discretion of the Breakthrough Circuit tournament staff. Fighting will not be tolerated at G365 events.
- The Breakthrough Circuit does not condone the use of racial slurs from players, parents, or coaches. Use of racial slurs is grounds for ejection from the event.
- In the event of a two-way tie in pool play, the tie will be determined by the head-to-head outcome between the teams. In the event of a three-way tie, the tie will be determined by point differential with a maximum +/- of 15 points in any one game and only games against teams involved in the tie will be factored in. If there is a tie in point margin differential between two teams within the three-way tie, head-to-head will be used to determine which of the two teams advances. In the event that point differential does not break the tie between any of the teams (three or more teams), the tie between these remaining teams only will be determined by least points allowed against all of the teams involved in the tie.
- For any game that results in a forfeit, the score will be 15 - 0. The winning team receives a +15 and the losing team receives a -15.
- All other rules, not specifically mentioned herein, will be in accordance with CIF "Southern Section" high school basketball rules.