

2026 Pacesetter Sweet Sixteen Championships

Game Rules

1. Games will be four 9-minute quarters with stopped time all the way.
2. Overtime periods will be two minutes, all stopped time, until a winner is decided.
2. Teams may call 3 full timeouts per game. One timeout will be allowed for each overtime.
3. Individual fouls will be kept. Elimination will be on the **6th foul**.
4. The bonus will always be two shots, starting on the 7th team foul in a half. Never a one-and-one.
5. The shot clock will NOT be used.
6. The scoreboard is the official score. Any questions regarding the score must be raised immediately by a coach at the moment of the disputed scoring. A coach may stand and raise both hands for a scoring issue timeout. Any disputed scores will be settled by the officials and scorekeeper, or the tournament director at the request of one of the officials.
7. Subbing must be done through the timer. Players must wait for an official's signal before entering the game.
8. Any player, coach, or fan receiving two technical fouls will be ejected from the game. A third technical during the tournament will result in ejection from the tournament.
9. Good sportsmanship is expected of all players, coaches, parents, and fans.
10. Please set a good example for everyone!

Play Hard, Be A Good Sport, and Have Fun!