

2022 IMG Academy Beach Blast Rules

Rules & Regulations

All contests will be administered under the guidelines of the NCAA and college basketball rules, unless otherwise denoted below. These include a :30 second shot clock and the adjusted timeouts described below.

Officials

All officials are certified by the Florida High School Athletic Association and the Gulf Coast Basketball Official Association. Officials' decisions pre-game, during, and post-game will be final. Protests are not allowed.

Ejections

Any player, coach, and/or spectators ejected from a contest will be suspended for the remainder of the tournament at the discretion of the Tournament Director.

Players will be allowed to sit on the bench for any subsequent games but will not be allowed to participate. As always, 2 Technical Fouls, 1 Flagrant Technical, or a combination of 3 indirect or direct technical will result in ejection. Officials reserve the right to eject any individual for unsportsmanlike behavior without warning or technical given.

Warm-Ups

Warm up time between games will not be less than 10 minutes, and but games will not start before the scheduled time. Teams from the previous game are expected to clear the benches promptly after the conclusion of the contest so the following teams may begin their warm up periods. Teams should not be meeting on the court immediately following games. Please use other outdoor areas for all post-game team meetings. Tournament committee staff reserves the right to adjust warm-up times depending on schedule.

Basketballs

IMG will provide basketballs for warmups and game balls for all official contests. Those basketballs are to remain at that court throughout the duration of the event.

Athletic Trainers

It is IMG policy to have athletic training services on site for the duration of the event. The athletic trainers are there for reactive injury purposes. Therefore, they will not be available for pre-tape and preventative measures with all teams. If visiting teams have their own AT supplies, our trainers will be able to assist for pre-game preparations. Please arrive 45-60 minutes early for athletic training services.

Locker Rooms

Locker rooms will be available as public bathrooms only. **Teams are expected to arrive in game ready uniform** and will need to bring all possessions to the benches during games. IMG Academy is not responsible for lost or stolen items at the Beach Blast.

Video Taping

Teams may tape games from bleachers or common spectator areas. The balconies and scaffolding areas are for **official IMG personnel only**. Spectators will not be permitted to use those areas. IMG Academy will not provide game film for visiting teams and is not responsible for taping visiting teams' games. All games will be available for purchase of livestream or archive version through our event website.

Coaching Attire

Dress code for staff on the bench includes no hats or shorts.

General Timing Rules

- Running Clock – games which have a 30-point differential at any point in the second half will utilize a running clock until the end of the game or if the differential is brought below 30.
- There will be a minimum of 10 minutes between consecutive games on the same court for warm-up.

Game Rules - NCAA

- (2) 20-minute halves
- 7 minute half-time
- (:30) second shot clock
- (4) Full time outs (:60 second) per game, (2) Partial time outs (:30 second)
 - Only (1) partial time out can be carried over to the second half
- 5 personal fouls
- 5:00 overtime, jump ball, fouls remain, each side gets an additional (1) Partial time out (:30 second)