

Adult Tribal Fair Rules and Regulations

- All games will be played under local High School Athletic Association Rules.
- Winner's bracket will have two (2) 20-minute halves.
 - *Legends: two (2) 10-minute halves*
- Loser's Bracket will have two (2) 15-minute halves.
- The clock will stop for each violation during the last two minutes of each half.
- Each team will receive two (2) 30-second timeouts and two (2) full length timeouts per game.
- Four (4) minutes for overtime - one (1) full timeout per team.
- Team Jerseys are required. No taped on numbers.
- *Mercy rule:*
 - If up by forty (40) in the first half.
 - If up by thirty (30) points any time after 10 minutes in second half.
- Bonus on seventh (7) fouls double bonus on tenth (10) foul.
- All substitutions must report to scorekeepers table.
- If a technical foul is called, team coach/representative must pay \$50 before player can return to game.
- Any player with two (2) technical fouls in a game will be ejected.
- No fighting tolerated. Any player(s) fighting in a game will be ejected with a one game suspension.
- Officials call is final, verbal abuse will not be tolerated. Physical contact against any official will constitute ejection from the game and the tournament area.
- Any player under the influence of alcoholic beverages, drugs, including inhalants, will not be permitted to play and will be reported to the proper authorities.
- Game time and game schedule subject to change at the discretion of Seminole Recreation.
- Game time is forfeit time.
- Roster limit of eight (8) players per team.
- In case of protest, a formal written complaint must be submitted to Seminole Tribal Fair Committee where they will review and make a final decision.
- Must provide photocopy of Tribal Photo ID Card, or Certificate of Degree of Indian Blood (CDIB) with registration form.