



TOURNEY RULES

PRE-GAME

1. Teams are required to bring their own basketballs for warm-ups. Game balls are provided.
2. There will be a minimum of 5 minutes between games for warm-ups.
3. All games will begin at the scheduled time. Teams will be subject to forfeit 10 minutes after the scheduled start time.
4. Teams must start with 5 players. If a team cannot start 5 players within 10 minutes after scheduled start time, they will forfeit game.
5. The team listed first on the schedule will be the HOME team on scoreboard.
6. A coach from your staff must be with the team during all games.

GAME TIME

7. Games will consist of two 20-minute halves with a running clock. Halftime will be 5 minutes.
8. The game clock will stop during the last 30 seconds of the 1st half, regardless of the score.
9. If, at the start of the final 2 minutes of the 2nd half, the margin of score is within 10 points, the clock will stop on all dead-balls for the remainder of the game, and the clock WILL STOP regardless of the score.
 - If, at the start of the final 2 minutes of the 2nd half, the margin of score is more than 10 points, the clock will continue to run until conclusion of the 2nd half, and the clock WILL NOT STOP regardless of the score.
10. The final 2:00 of regulation and all overtime periods will be officiated with standard NFHS rules, except no shot clock & a running clock, if at the 2:00 mark, the margin of score is more than 10 points.
 - All free-throws during this time will be shot during bonus, double bonus, shooting fouls, and technical fouls.
11. There will be no shot clock throughout the entire game and tournament.

OVERTIME

12. All overtime periods are stop-time and standard NFHS rules, except no shot clock.
 - Example - all FT's will be shot during bonus, double bonus, shooting fouls, and technical fouls.
 - 1st overtime = 2:00 period
 - 2nd overtime = sudden death - winner is the first team to score any combination of 2 or more points.
13. Overtime and Sudden Death will begin with a jump ball.
14. Team fouls will carry over from the 2nd half to determine bonus, double bonus in the overtime / sudden death period.

FOULS

15. With the exception of the last two minutes of the 2nd half, on all shooting fouls, the player fouled will receive 1 point and shoot 1 free-throw worth 1 additional point (2 points and shoot 1 free-throw on 3-point shooting fouls). If the player is fouled in the act of shooting and the basket goes in, the team will receive 3 points (4 points on a 3-point attempt) and no free throws will be taken.
16. On all common (non-shooting) fouls, the ball will be taken out of bounds until the 7th team foul.
17. **Teams will enter BONUS on opponent's 7th team foul of each half, & on all common (non-shooting) fouls, player fouled will shoot 1FT for 2 pts.**
 - NOTE - Shooting fouls in bonus will result in 1 point for the player fouled and 1 free-throw worth 1 additional point.**
 - The clock WILL NOT STOP during FT's, unless the foul occurs during final 2:00 of game*
18. **Players will foul out of the game at their 6th personal foul.** All fouls (personal, intentional, & technical) will count toward a player's foul total.
19. If a player commits an intentional foul, the the player fouled will receive 1 point and shoot 1 free-throw worth 1 additional point AND the team will receive the ball out-of-bounds.
20. In the event of a technical foul for "Unsportsmanlike Behavior", the team will be awarded two points and will then get the ball out of bounds. The player that receives the technical foul must sit out the remainder of the current half.
 - Exception - a player technical foul that is not due to poor sportsmanship or behavior will not have to sit out.*
21. Any player receiving a second technical foul due to poor sportsmanship or behavior (non-fighting) will be disqualified from the game and the remainder of the day (if there are others games scheduled that day). *Any ejection for fighting or assault will eliminate the player for the remainder of the tournament.*
22. Any coach or fan ejected by an official or tournament director must completely leave the gymnasium facility until the completion of the game.

TIME-OUTS

23. **Timeouts for regulation play: 3 timeouts**
 - All timeouts will be 45-seconds.
 - The clock WILL STOP during timeouts.

Timeouts for overtime periods: 1 timeout

- In overtime, no timeouts will carry over from regulation.

POST-GAME

24. Each team is responsible for quickly cleaning up their bench area after each game as a courtesy to the next scheduled game.

ADMISSION

25. Daily admission will be charged to all guests, except for players & coaches seated on their bench throughout the game(s) - **no exceptions.**

TEAMS

26. No teams may include players who have graduated, played a season as a senior, or attends/plays for another school. All participants must be incoming 9th-12th graders. Any team who violates this rule will forfeit their current game and any previous games played in violation.