



TOURNAMENT RULES

All rules will follow the National High School Federation rules with the following guidelines and exceptions.

TEAM PLAY RESTRICTIONS:

- All defenses and offenses are allowed. However, if a team is ahead by 20 or more points, they are not allowed to press. Pressing is defined as point of pickup of ball is beyond half court. If this is violated, the first violation results in a warning from the officials, and each violation after results in two points for the other team, plus the ball out of bounds retaining possession.
- Players are allowed to play on only ONE team.
- Rosters must be submitted prior to first game.
- Team waivers must be submitted prior to the first game.
- All players must remove all jewelry. Rubber bands, cloth bracelets, necklaces and watches are still considered jewelry and prohibited. Hat and bandanas are not allowed.

FORFEIT RULES

If a player plays on more than one team, the team involved will forfeit the game in which the player competes, as well as the remainder of their games in determining pool and championship play.

A player may play 'up' in a division, however, a player may not play 'down' in grade division. This is to ensure the safety of players and integrity of the game.

If a team is found to be using an illegal player, the team will forfeit all games of competition from that event. In addition, until the team verifies the change has been made and all players on the team are legally in the appropriate grade level, the team will not be allowed to play in future events.

A team that fails to show up at scheduled time of play within 5 minutes of the scheduled game time will forfeit the game with the end result score being 2-0.

GAME TIMING

- 2- 20 minute halves running clock. Clock stops last two minutes of each half unless the score difference is 20 points or more.
- Warm-up is 3-5 minutes depending on availability
- Half time will be 5 minutes depending on availability.
- Games start on the hour.
- 1st overtime is 2 minutes.
- 2nd overtime is 1 minute.
- 3rd overtime is sudden death with jump ball starting the overtime. In sudden death, the team that scores 2 POINTS FIRST wins.
- If a team is ahead by 20 points or more, the clock will run continuous, until the lead goes below 20 points. Each time the lead goes above 20 points, it will then continue throughout the game. This involves first and second halves.
- 3-1 MINUTE TIMEOUTS PER GAME. Time outs are not carried over into overtimes. One timeout per overtime.
- If a team calls timeout during a free throw situation, the clock will stop until the ball is touched by a player on the floor after being inbounded, or on a missed free throw once the ball comes in contact with a player (regular HS rules).

FOULS

- Normal high school rules apply
- No technical fouls will be shot. 2 points rewarded, plus the ball back.
- Any player charged with a fifth foul or a flagrant foul will be disqualified for the game.
- A bonus free throw will be awarded for each common foul (except a player or team control foul) committed by a player of a team beginning on the 7th foul in a half, provided the first attempt is successful. A player/team control foul is counted as a team foul for reaching bonus.
- Two free throws will be awarded for each common foul (except player and team control) committed by a player of a team beginning with that team's 10th foul in half.
- Intentional and flagrant fouls will result in the offended team receiving two free throws and the ball at the closest inbound spot nearest the foul.

TECHNICAL FOULS

Teams and individuals will be informed PRIOR to every game of the following.

- Technical fouls by an individual playing or on the bench will result in an automatic warning to the team and player.

- A second technical foul by an individual player or on the bench will result in an automatic suspension for that game, and the next game played. **NO EXCEPTIONS.**
- Profanity and disrespect towards officials will not be tolerated at any time.
- Three technical fouls from any one team during a game will result in an automatic forfeit of the game, and the game will be stopped at the time of the third technical foul.

TIE-BREAKER

In the case of ties for seeding. 1) Head to Head Competition 2) + and – points difference in game results. The maximum points gained or loss per game is 15. 3) Total Defensive Points Allowed, 4) Flip of Coin

BLOOD

Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey it must be changed before the player resumes play.

APPEAL PROCESS

Appeals will not be accepted in any manner. Good sportsmanship is expected from tournament director and officials and all efforts will be made to make sure all participants are treated with respect. All decisions on court are final.

SPECTATOR CODE OF CONDUCT

Any parent or spectator that receives a technical foul or disrupts the game of play will automatically be disqualified from watching the remainder of play for the weekend. Play will be stopped until the parent removes themselves from the facility and failure to do so will result in automatic forfeit of team from that game and all remaining games for the tournament. No exceptions.

In addition, a five (5) point penalty will be given to the other team, with the team also maintaining possession of the basketball.

The technical foul is assigned to the head coach. Two technical fouls assigned to the head coach follows the high school league rules of disqualification of that head coach for the remainder of that game, AND WILL ALSO BE FOR the next game of play. No exceptions.