

1. Regulation High School Activities Association rules will be followed with the following exceptions:

- 20 minute running clock except for last 2 minutes of each half, unless one team is ahead by 15 points. If lead falls below 15 points, clock will again stop. In addition, clock will stop on all technical fouls, injuries or timeouts (including officials TO). Clock does not restart until it would in a normal dead ball situation.
- 3rd -4th, 5th, and 6th boys will use girls' size ball. 7th grade boys will use the ball size of the state they are playing in. In KS, 7th grade boys play with a girls' size ball. At Nationals in August, 7th boys will use the men's ball.
- 5-minute halftime and 5 minute pre-game warm-up.
- Game time is forfeit time.
- We recommend jerseys with numbers on front and back. No number restrictions exist.
- 4 timeouts per game, no 30-second timeouts. One additional timeout per overtime, timeouts carry over from regulation. 3. No locker rooms, balls, etc...will be provided by schools.

2. Individual awards for 1st, 2nd and 3rd place in each age group. Team awards for 1st. These are minimums!

3. Players may play on only one team within a tournament age group. Player's eligibility will be checked by a current grade card, if requested. Players may play "up" in an older age group. This could mean a player plays in the 8th grade tournament and the 9th -10th grade division. But they can't play on 2 teams in the same 8th grade tournament.

4. Each team is required to provide a scorekeeper or clock operator for each game. We have had great success with this. It is harder to yell at your own person, but please do not put kids in this situation. It is unfair to them if adults are yelling at them!

5. Inappropriate behavior will not be tolerated!!! A referee may remove players from the game or tournament for inappropriate behavior. We are here for the kids. Do not allow or condone poor sportsmanship. This includes coaches and parents!

6. Referee may stop clock with reason. Intentionally wasting time to shorten the game can be punished with a technical foul. This does not mean a team can't use a delay offense at any time they choose. They simply can't tell players to not line up for free throws or sub 1 player at a time to run the clock.

7. Tiebreaker procedure is as follows: 1st criteria is head to head competition. If a 3-way tie exists and each team has no head to head winner (beat both the other teams) a coin flip is used to determine the first seed. Odd team out wins the first seed. Then tiebreaker procedure reverts to head to head. If teams have all not played each other another form may be used. If the tournament is a "Round Robin" tournament, a point differential system will go in effect at the director's discretion. Margin of victory up to a 15-point max per game will be used to determine final placing if there are no brackets.

8. Overtimes will be 2 minutes in length with regular clock operation. The clock stops on all dead balls.

9. Coaches do not have to sit if they receive one technical but will have to leave if they receive a second technical

10. Tournament director is the final say concerning any rules or issues