



Ricky Knight Memorial Basketball

HS Federation rules except where noted:

- The 1st team listed on the schedule is Home and wears White. The 2nd team is Away and wears Dark.
- Two 45 second timeouts per half - T/Os don't carry-over from 1st half to 2nd half.
- 20 minute halves. Clock stops on all whistles the last 1 minute of first half and last 2 minutes of 2nd half.
- No 1-and-1 bonus in 1st half, but still shoot 2 shot bonus at 10 fouls.
- Shoot normal 1-and-1 bonus at 7 fouls in Second half.
- No pressing or half-court trapping after lead reaches 15 pts (5th and younger) 20 pts (6th and Older).
- 2 behavior related technical fouls in the same game or any ejection will result in removal from current ,and next game as well as any other remaining games that day.
- No technical fouls for book errors. Just correct the mistake and move on.
- Teams can start game with 4 players. If you have 4 players available at game time, the game must start.
- No dunking at sites where "No Dunking" is posted on the backboards.
- Overtime* –One 2 minute OT. One timeout per team in OT. -If still tied after One OT, Penalty Shoot-out (Soccer Style): • Coach Selects Order of 5 shooters, MUST be the players on court at end of OT. • Alternate Shooting ONE Free Throw, Best of 5 Shooters. • IF tied after 5 shooters repeat in same order until one team makes a shot and one misses a shot. *Championship Game: One 3-minute overtime. If still tied after one OT, consecutive 2 minute OT's until there is a winner

The following will be used to determine top two teams for the Championship game:

- Overall Record (Wins vs. Losses)
- Head to Head (For 2-way tie or 3-way tie if one team beat other two)
- Record vs Teams tied.
- Point Differential vs Teams tied (max 20 points per game)
- Overall Point Differential (max 20 point per game)
- Coin Flip

In age groups with multiple pools, the top team from each pool will advance based on the above criteria

