

KC CLASSIC - Tournament Rules
"ALL NFHS Rules Apply except for the following"

LENGTH OF GAME:

- 15U, 16U, and 17U will play Two 16 minute stop time halves.
- 11U, 12U, 13U and 14U will play Two 14 minute stop time halves.
- Halftime will last 2 minutes and Warm Up will last 3-5 minutes.
- Running Clock if there is a 15 pt. lead **AT ANY POINT IN THE 2ND HALF**. Once lead falls under 15 points the clock will stop.
- **IF A TEAM IS UP 20 or MORE POINTS WITH 2 MINUTES OR LESS THE GAME WILL BE CALLED.**

FREE THROWS:

- At the 7th team foul in a half, the opposing team shoots 1&1. NO Double Bonus

MISCELLANEOUS:

- One Coach may stand unless they receive a technical foul.
- If player or coach is ejected, they will NOT play or coach in next game.
- Fighting will NOT be tolerated. Players, Coaches or Fans involved in fighting will be disqualified from the event.
- 5 personal fouls
- 7th-11th grade will use a Men's Basketball (29.5). All others will use 28.5 basketball.
- No warm-up basketballs provided and Home Team provides game ball.
- Free throws are played on the release.
- 1st team listed in pool play or top of bracket is Home team and will wear light jersey.
- **BOTH TEAMS MUST PROVIDE A VOLUNTEER @ THE SCORES TABLE.**
FAILURE TO DO SO MAY END UP IN FORFIET. THIS PERSON WILL RECEIVE A PASS THAT WILL BE GIVEN TO EACH TEAMS HEAD COACH AT CHECK IN.
- **Tournament Director has Authority to override any rules**

OVERTIME:

- 1st overtime will be 2 minute (Stop clock). 2nd overtime will be sudden death.

TIMEOUTS:

- 3 (full) timeouts per game. One full timeout per overtime period, no carry over.

TIE BREAKER:

1. Head to Head 2. Point Diff (+,-20 max) 3. Points Scored 4. Points Allowed

SPORTSMANSHIP:

We should all take pride in teaching the youth about proper sportsmanship. We will have no problem removing fans, coach's, players if necessary. Have fun and remember that it is all about the kids!