

OSA Crusaders River Cities Hoops Summer Tip Off Rules

Sponsored by the Omaha Sports Academy Crusaders

NHSF School Rules Apply except for the following:

Check In:

- The Facilities will open 30 minutes prior to the first scheduled game of the day at each venue.
- Coaches must check in their team at the admissions table at the site of their first game.

Length of Game:

3rd – 4th Grade Teams will play two 14 minute halves, with the clock stopping on all whistles.

5th – U17 Teams will play two 16 minute halves, with the clock stopping on all whistles.

Clock will run continuously if there is a 20 point lead in the 2nd half and will stop again if lead drops to 10 points or below. Halftime will last 3 minutes and Warm Up will last 3-5 minutes. We reserve the right to shorten halftime and warmup times if needed to stay on the schedule for the good of all teams.

All NHSF Rules Apply Except for the Following:

- Teams will shoot one and one after the 10th team foul in the first half. Normal high school rules apply in the second half.
- Players allowed six fouls per game.
- One Coach may stand unless they receive a technical foul.
- If ejected, that coach will not be allowed to coach in next game
- No warm up balls provided and home teams provide the game ball
- 3rd -7th Gold Divisions will play with 28.5 ball; 7th Platinum thru – U17 Divisions will use a 29.5 ball.
- Free throws are played on the release
- FIRST team listed or on top of bracket is both on a desktop and on our mobile device is HOME team and will wear LIGHT jersey.
- Each team must provide one scorekeeper or bookkeeper.
- Players may only play on ONE team per GRADE LEVEL
- Tournament Director has authority to override any rules.

Overtime:

- Overtime – 2 minute stop clock

Time Outs:

- 3 full timeouts per game
- One full timeout per overtime period.

Admission:

Weekend Adult Pass: \$25

Daily Adult Fee: \$10

Weekend Student (6 – 17 yrs) Pass: \$10

Daily Student (6 – 17 yrs) Fee: \$4

5 and under: Free

