

Holiday Classic Tournament Rules

- **Game Time: 18 minute halves**, running clock, clock stops last minute each half. 4 minute halftime.
- **Person to Person defense only. No Zones or Double teams.**
 - "Help" Defense is allowed, but once the recovery is made, the helping defender **MUST** retreat to their original player. Warning for first offense; technical for repeated offenses after discussion with coach.
- No pressing until last 2 minutes of each half.
- **Overtime is 2 minutes** start/stop. 2nd OT is same. 3rd OT is sudden death first to score wins.
- Each team will be allowed **3 timeouts per game**, one additional timeout for OT.
- All decisions are final by referees - no protests.
- Home team provides game ball.
- Home team should wear school color jersey, Away team should be wearing white/neutral jersey.
- Only 12 awards per team- no exceptions.
- Free Throws: Bonus shots will be awarded on the seventh team foul; double bonus on the tenth team foul each half. 4th grade can move up at referees discretion.
- Technical Fouls: Two points and the ball will be awarded to the opposing team (do not shoot free throws on technical fouls).
- Ejection Policy: Any player, coach or spectator who has been ejected from a contest is declared to be ineligible for the remainder of that contest **AND** the next scheduled contest. Any player, coach or spectator ejected for flagrant unsportsmanlike conduct will be ejected for the remainder of the entire competition.