

Most National Federation of State High School Rules Apply except for the following Length of Game:

- 7th & 8th grade teams will play two 14-minute Stop Clock halves. 4th-6th grade will play two 12-minute Stop Clock. Game clock will run if there is a 20-point lead.
- Warm Up will last 3-5 minutes depending on schedule. Halftime will last 3 minutes.
- Overtime - 1st and 2nd overtime will be 2 minute stop clock. All others will be 1 minute stop clock.
- ***Game time is forfeit time.*** No game will start early unless agreed on by both HEAD COACHES or approved by the tournament director.
- Coach does not have to sit if issued a first technical but will be ejected from the game if s/he receives a second.
- If a coach is ejected from a game, they must remove themselves from the gyms until completion of that game. After the game, they may return with tournament director's approval.
- Two ejections per one individual per team will result in permanent ejection for the rest of the weekend.
- Game ball will be 28.5 size for all divisions except 8th grade boys, who will use regulation size men's ball.
- Free throws are played on the release. ***No one and one and Double Bonus at 10 fouls.***
- Each player will be allowed 6 fouls before fouling out.
- ***1st team listed or on top of bracket is Home team and will wear light jersey.***
- Each Team may be required to provide one adult to work the score table (score sheet or clock). Home team works the Score Sheet and Visiting team works the Clock.
- If any rules are in question, the on-site tournament director will be the final decision.
- Coaches are responsible for conduct of their teams as well as their fans. If your fans are asked to leave the facility, please support us on this. If fans refuse to leave when asked, it can result in disqualification of the team for the remainder of the tournament.
- ***Always check the official bracket before your next game, times may be changed from your original schedule. We will try to notify each team when such changes occur; however, it is your responsibility to check on changes. The official schedule and results are online at Tourney Machine (www.tourneymachine.com).***

Tie Breaker: 1. Standings 2. Head to head 3. In the event of a three-way tie based on win/loss record and no head to head winner, point differential (15 points max) based on all games played will be used to determine the 3rd team.

Timeouts: • Two (2) 30 second & Two (1) Full timeouts per game. No limit per half. • One (1) 30 second per overtime period given. Unused timeouts will NOT carry over.