



**The facilities will open 30 minutes prior to 1st game.
Coach must check in team at admissions gate prior to 1st game**

ALL National Federation of State High School Rules Apply except for the following

Length of Game:

- 7th and 8th grade divisions will play two 14-minute stop time halves. 5th and 6th grade divisions will play two 12-minute halves stopped clock. Clock will run if there is a 20-pt. lead in 2nd half when clock reaches the 8-minute mark. The clock will be continuous run until lead gets under 12 points. If a team is winning by 25-pts. at half, the clock will run continuous unless it falls below 20 points
- Halftime will last 3 minutes and Warm Up will last 3-5 minutes depending on schedule.
- Game time is forfeit time. **No game will start early unless approved by the tournament director unless it's the last game of the day and both teams agree. No other games will start early during the tournament regardless that both teams agree. Officials do not have the right to start games early and if you encounter officials attempting to start early please report to a tournament supervisor.**

Miscellaneous:

- 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.
- No warm-up basketballs will be provided.
- Game ball will be 28.5 size for all divisions.
- Free throws are played on the release.

- 1 and 1 at 10 fouls and Double Bonus after 12 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 will need to provide one volunteer to do either the book or clock for each game. One scores table pass will be provided to give to an individual that would like to be your teams table representative.
- Players will be allowed to play on multiple teams if they are not in the same division.
- Forfeits points will be distributed at the tournaments directors' discretion.
- If any rules are in question, the on-site tournament director will make the final determination.
- 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. When the top two teams have been established, the tie breaker procedure reverts to head to head. If a three-way tie remains after standings and point differential, then a coin flip will be used to determine the lowest seed. Odd flip is the lowest place team and then head to head between the two others.

Overtime:

- 1st and 2nd overtime will be 2-minute stop clock. All others will be 1 minute stop clock.

Timeouts:

- Four (4) Full timeouts per game. No limit per half.

One (1) full timeout per overtime period given, and one (1) carry-over from regulation if the team has one. A total of two (2) timeouts for the first two overtimes if a team has one to carry over. One timeout maximum for the 3rd overtime and beyond.