



Team Nebraska Express United 6th Annual I Have a Dream Classic

1. All teams are guaranteed a minimum of 4 scheduled games. When possible, teams will be ability-grouped after pool play and brackets will be played out.
2. Regulation High School Activities Association rules will be followed with the following exceptions:
 1. 20-minute running clock except for the last 1 minute of each half, unless one team is ahead by 15 points or more. In addition, the clock will stop on all technical fouls, injuries, or timeouts (including officials TO). Clock does not restart until it would in a normal dead ball situation.
 2. All teams with the exception of 3rd Girls are allowed to press over half court up to a 20 point lead. The first violation will be a warning, if it continues a technical foul may be assessed to the bench if the officials deem it intentional. **3rd Girls may only press the last minute of each half.**
 3. 3rd Grade boys and girls will use intermediate (27.5) ball. 4th - 7th boys will use women's size (28.5) ball ;8th grade boys will use men's size ball (29.5).
 4. 3-minute half time and 5-minute pre-game warm-up (warm up may be shortened if running behind)
 5. Game time is forfeit time.
 6. We recommend jerseys with numbers on front and back with no number restrictions.
 7. Three 30-second time-outs per game. One additional timeout per overtime; timeouts carry over from regulation.
 8. All divisions will play on 10 foot goals.
3. Individual awards for 1st and 2nd place in each division
4. Players may play on only 1 team within a tournament division. Player eligibility will be checked by a current grade card, if requested. Players may play "up" in an older age group. This could mean a player plays in the 5th grade division and in the 6th grade division. But they cannot play on 2 teams in the same division. ***They may play on 2 teams in the same grade in different divisions.***
5. Inappropriate behavior will not be tolerated! A referee may remove players from the game or tournament for inappropriate behavior.
6. Referee may stop clock within reason. Intentionally wasting time to shorten the game can be punished by a technical foul. This does not mean a team cannot use a delay offense at anytime they choose.
7. Each tournament site will have a supervisor. Please direct all questions, comments, or concerns to this individual.
8. No food or drinks are allowed in tournament facilities, unless noted otherwise.
9. Tiebreaker procedure is as follows: 1) Head to Head 2) Point Differential 3) Points Allowed, with a margin of victory up to a 20-point max per game.
10. Overtime will be 2 minutes in length with regular clock operation. The clock stops on all dead balls. 1 additional time-out for each overtime. After the second timeout it will be sudden death.
11. ***Each team needs to provide a clock operator or scorekeeper for each game.***
12. Rule for Coaches' Bench Behavior.
 1. Only 2 coaches per team will be allowed on the team bench. No exceptions! If a scorekeeper is on the bench, that person will be considered a coach.
 2. Only the Head Coach can make comments to the referees or workers at the score table. If the assistant doesn't comply, the referee is instructed to call a technical foul on the bench
 3. Only the Head Coach will be allowed to stand.