



2020 Fall Battle

The facilities will open 30 minutes prior to 1st game.

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

Length of Game:

- Girls Purple, Orange and Boys Red divisions will play two 12-minute stop time halves. All other division will play divisions will play two 13 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.

- 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 7 fouls and Double Bonus after 12 fouls.
- Each player will be allowed **5 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.
- Players will be allowed to play on multiple teams if they are not in the same division.
- 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).

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.