Winter Classic Rules

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Clock

- 20 minutes running clock (except TIME OUTS & last minute of 1st half & last 2 minutes of second half)
- Clock stops last minute of each OT and last .30 seconds of a 1 minute OT period (2nd OT)
- After 20-point lead = running clock except for Timeouts
- Half time is 5 minutes and pregame warmup is 5 minutes IF TIME PERMITS (REFEREE DISCRETION)
- Overtime 1st = Two minutes, 2nd = One minute, 3rd = Sudden death

Time Outs

• 3 full timeouts per game, 1 timeout per overtime (regulation time outs do not carry over)

Goal Height and Free Throws

2nd & 3rd Grade - Play on 9' Goals, Free Throw at 12' and NO Penalty for jumping over line.

Defense and Pressing

- 2nd & 3rd & 4th Grade –NO DEFENSE past half court until last minute of the game.
- 5th-8th High School Press Rules up to 15-point lead, then Defense behind half-court

Scorer's Table

- Each team must provide someone at scorer's table for official book or clock
- Score Sheets provided by director and will be placed at each court's scorer's table
- Score Sheets are to be left on scorer's table for event staff
- Final score must be present on official score sheet or it could result in forfeit by scorekeeper team
- Tie-breaker: Win/Loss, Head to Head, Points Differential, Points Allowed, Coin Flip
- 15-point max point differential

Game Ball

- 2nd 5th Boys Division use 28.5" ball
- 6th Boys Division will use 29.5" ball (Unless both coaches agree)
- Game ball must be supplied by one of the teams playing (Referee Discretion)

Technical and Protests

- 2 technical fouls result in a game ejection (Return is director's discretion)
- Teams are responsible to carry proof of grade for all players (current grade card with school letterhead) teams must show grade card on location if questioned by director or forfeit any game that player participated in.
- Players not allowed to play on two teams in the same division.
- Game time is forfeit time
- Protest fee is \$100 cash