



Tournament Rules and Regulations

Players

Two teams of five players shall play each game.

Starting the Game

The game shall begin with a jump ball between any two players, one from each team, with possession alternating between each team in all jump ball situations after the opening tip. Each overtime period will begin with a jump ball between any two players, one from each team.

Timing Regulations

1. The game shall consist of two twenty-minute halves.
2. The clock will run continuously until the last two minutes of each half when it will stop for all fouls, violations, and timeouts.
Exception: If a team is ahead by 15 or more points anytime during the last two minutes of the second half, the clock will continue to run without stopping until the point differential is below 15 points.
3. Halftime will be 5 minutes in length.
4. Each team is permitted three timeouts per game, one minute each.

Overtime

1. If the score is tied at the end of the second half, play shall continue without a change of baskets for one or more extra periods with a one-minute intermission before each extra period. As many such periods as are necessary to break the tie shall be played.
2. The length of each extra period shall be three minutes. Extra periods are an extension of the second half.
3. The clock will run continuously until the last minute of each extra period when it will stop for fouls, violations, and timeouts.
4. Each team is allowed one timeout, one-minute in length for each overtime period. Timeouts not used during regulation play cannot be used during the overtime period(s).

Scoring

1. A successful try from the field by a player, who is located behind the 3-point line, counts for three points. Any other goal from the field counts for two points for the team into whose basket the ball is thrown.
2. A goal from a free throw counts as one point for the shooter's team.

Fouls & Penalties

1. Any player charged with a fifth foul or a flagrant foul shall be disqualified from the game.
2. A bonus free throw shall be awarded for each common foul (except a player control foul) committed by a player of a team beginning with that team's 7th foul in a half, provided the first attempt is successful. A player control foul is counted as a team foul for reaching the bonus.
3. Two free throws shall be awarded for each common foul (except a player control foul) committed by a player of team beginning with that team's 10th foul in a half. A player control foul is counted as a team foul for reaching the bonus.
4. Two free throws will be attempted for intentional fouls, technical fouls, and flagrant fouls. The offered team gets possession of the ball after the free throws have been attempted.
5. Dunking is illegal during the pre-game, and/or the half-time warm-up period and/or the post-game period.

**All rules not mentioned above will be that of the National Federation of State High School Associations.*