Tournament Rules HS Rules that Apply Un-sportsmanlike Conduct will not be tolerated

Time

- 14 minute stop clock halves
- All games are Clock stop games Mercy Rule (If there is a 20 point lead in the last 8 minutes of the second half, the clock WILL run. Coaches if you are leading by 25 pts DON"T PRESS
- Games shall not start early unless both coaches agree
- Minimum 5 minute warm-up with 5 minute half-times if game is on time
- 10 second backcourt when 30 second clock is not available
- On ball 5 second visible count while dribbling is in affect (Front court only) Girls also
- Time Outs: 2 Full timeouts and 2-30 second timeout per game. Each team will be given 1 additional Full timeout during overtime
- Overtime period 2 minutes stopped clock. 2ndovertime will be 1 minute stopped clock. 3rd overtime is sudden death, first point scored.
- Fall Ball Shoot Clock WILL be used, for 8th thru Varsity.

Fouls

- 1. A player is disqualified on the 5th personal foul
- 2. Technical fouls count as a personal foul and a team foul.
- 3. 2 technical fouls on any individual player or coach will result in an ejection from the game
- 4. 2 ejections in the tournament will result in removal from the remainder of the tournament
- 5. Teams will shoot 1 & 1 on the 7th team foul of the half and 2 shots on the 10th team foul of the half

Free throws

- Play on the release of the ball. (HS Rules)
- 6 players in the lane plus the shooter below the top of the key.

Tie Breakers

In case of a tie the following format will be used:

1-Head to Head

2-Point Differential with a maximum of 15 points - Ex: Team A wins 45-21 but their point differential will be +15

3-Total points allowed

Coaches are responsible for listing players on the official score sheet/book (home team) 10 minutes prior to start of game.

Home team (top of bracket or first team in pool) will wear light jerseys. Visiting team will wear dark jerseys. If correct uniform not available pinney's will be worn and is the responsibility of the team without correct uniform.