



Premier Basketball Tournament Rules

- 1. National High School Federation rules** will be followed with the few exceptions listed below:
- 2. Game Length: High School** = All games will be played in two **16-minute stop clock** halves. **Youth (8th and below)** = All games will be played in two **15-minute stop clock** halves - Except if team is up by 15pts or more at anytime in the final 10 minutes the clock will continue to run until it gets back to 15pts or less.
- 3. Shot clock:** There will be NO shot clocks. Please do not stall.
- 4. Fouls:** Each player will be allowed a total of **6 fouls** before being disqualified.
- 5. Timeouts:** Teams will be allowed to call **(4) 30 sec timeouts per game.**
- 6. Warmup and halftime:** There will be a minimum of three (3) minute warmup and two (2) minute break between halves. There is NO dunking allowed during pre-game or halftime warmups.
- 7. Technical and Intentional fouls:** results in automatic 2pts and ball out of bounds.
- 8. Overtime:** 1st overtime is 2 minutes, 2nd overtime is 1 minute, 3rd overtime is first team to 2 points. One 30-second timeout per OT, there is NO carryover of timeouts from regulation.
- 9. Seedings:** Seedings from each pool will be determined by the following order:
 - Win-Loss record in pool play.
 - (2 teams tied) Head to head determines seeding. If no head to head, will move to point system.
 - (3 or more teams tied) Point system determines seeding.
 - All games in pool play are included in figuring point system. In case 3 teams are still tied, the least amount of points allowed in pool play will determine higher seed. In case there is still a tie, a coin toss will determine seeding.

The Tournament Directors will have the final say regarding any disputes