



Rules of the Game

1. High school rules with stop clock on all dead balls.
2. Two 16-minute halves for all divisions.
3. Three timeouts per game—2 full timeouts and 1 thirty-second timeout.
4. One minute halftime.
5. Three-minute warm-up between games.
6. Overtime is two minutes—one 30-second timeout only in first overtime with no carryovers. Each extra overtime is 1 minute with no timeout.
7. A player fouls out on his 5th personal foul.
8. A team reaches 1-and-1 bonus on the 10th team foul of each half. There is no 2-shot bonus.
9. The team listed on the right and bottom of bracket is home and wears light color. Bring both colors to games in case a team does not have extra uniforms.
10. Two technical fouls result in automatic ejection from the game.
11. No dunking allowed during pre-game or halftime warm-ups.
12. 3rd grade through 6th grade boys' teams and all girls' teams will use 28.5" ball. All others use regular size ball. Teams supply their own balls.
13. Seeding from each pool will be determined by win-loss record in pool play. In the case of ties, head-to-head competition determines seed. If 3 teams are tied, a point system comes into effect to determine the 1, 2, and 3 seeds of the pool. There is a maximum of +15 for a win in pool and -15 for a loss in pool. Only the teams that are tied are included in figuring the point system. In case the 3 teams are still tied, the least total points allowed in pool play will determine the higher seed. In case there is still a tie, a coin toss will determine seeding. In case of disputes, the Tournament Director's decision is final.
14. **At the end of pool play, check brackets on the Hi-Top Hoops App for seeding as you might play within a few hours. If you have any questions, ask the gym supervisor. If you do not arrive at your scheduled bracket game on time, it might be a forfeit.**
15. During the Championship Round only (not during pool play), if a team is ahead by 20 or more points with one minute to go, the clock will not stop during that last minute, even on free throws or even if the point difference goes under 20 points in that last minute.



Code of Conduct

- There will be no offensive language, cursing, unsportsmanlike conduct, physical violence, or berating of fans, players, or officials. These acts will not be tolerated. The game is for our youth. Maintain a positive atmosphere—win or lose. Anyone breaking this rule faces a technical foul for their team and possible ejection and suspension from the tournament.
- Casual Profanity – Casual profanity pertains to expletives and verbal unsportsmanlike language not necessarily directed at officials or opposing players, but is uttered by a player out of frustration. This type of behavior may be penalized by a technical foul against the offending person.
- Offensive language will not be tolerated by players, coaches, parents/guardians, and/or spectators. An automatic technical foul will be assessed if a player or coach uses offensive language. A second violation in a game will result in ejection and a possible one or more game suspension. Any spectator or parent using foul language will be issued a warning and possible ejection from the game and/or tournament.
- Any coach, player, or spectator ejected for fighting will be suspended from participating in or watching the remainder of the tournament.
- No smoking, alcoholic beverages, or weapons are permitted at any site.
- No bouncing of balls in the school hallways is permitted.
- Anyone defacing or damaging the property of the school whether before, during or after the game will be automatically suspended from the tournament and held liable for all costs.
- If anyone believes the rules are being violated by any player, coach, parent, or spectator they may contact the gym supervisor. The supervisor will investigate all complaints received and will take appropriate action, which could include suspension or expulsion from the tournament.
- Please keep all young children from running through the schools or facilities.
- Please keep all cheering in a positive manner and show good sportsmanship.