

NFHS high school rules, with the following exceptions:

Four 10-minute quarters, running clock. Stop clock the final one minute of both the 2nd quarter and the 4th quarter. 1-minute break between the 1st and 2nd quarter, and between the 3rd and 4th quarter. Halftime is 3 minutes. Warm up time set on the clock will be the time until the next scheduled game, or a 4-minute minimum warm up, whichever is greater. Games start at the designated time unless both coaches agree to start early, AND the gym manager is made aware of the early start.

If a team does not have 5 players present at the designated game time in order to start an official game, but it is known that the fifth player will arrive within less than five minutes of the scheduled start, the gym manager may allow for a five minute grace period, and the entire official game may still be played once that 5th player arrives within that grace period. Any game not granted that 5-minute grace period that is delayed by waiting on a team's fifth player must have that number of minutes reduced from the total time played, but a scrimmage of either 4-on-4 or 5-on-5 may be offered so that the teams and fans still get something out of the hour. Officials are aware that they will still work a scrimmage so that the action can be controlled. The result of a scrimmage will not count in the official standings of the event, but will show as a 2-0 win in favor of the team that had five players ready to start on time.

No shot clock. 10-second backcourt will be called. 5 seconds closely guarded will be called as it is for high school, on a held ball.

Overtime. In the event of a tie at the end of regulation, we will play an untimed sudden death overtime, with the first team to score a point of any kind being declared the winner.

Each team gets two 30-second time outs per half. No carryover of time outs from the first half into the second half, nor from the second half into overtime. Each team will be allowed only one 30-second timeout in the event of a sudden death overtime.

Each player is afforded 6 personal fouls before being disqualified.

Technical fouls will result in 2 points and possession of the ball for the other team. Two technical fouls for any one participant during any one game, player or coach, will result in ejection from that game and that participant must leave the view of the court AND that participant will not be eligible for the next scheduled game for that team in that event. All other "non-technical" fouls will be shot per NFHS rules.

Press and mercy rules. A team may not press full court once they are ahead by 20 points or more. They may return to full court pressure once the point differential is brought below 20 points. If a team is up by 20 or more points in the second half, the clock will continue to run the last minute of the fourth quarter, except during timeouts. If the point differential is brought back to within 10 points or less during that final 1 minute, the clock would return to stop clock in order to give the team trailing an opportunity to come back.

Coaches are responsible for the actions and behavior of their team's fans, and should expect to be asked by the officials and/or the gym manager to keep fans in line so that officials can allow games to continue within their control. Officials may warn a spectator directly with regards to behavior necessary to complete a game played under the officials' control, and/or require a gym manager to eject a spectator, but no technical foul should be directed at that spectator's team. Spectators that are ejected from a game must leave the view of the court and may not return for the next scheduled game for that team, and will not receive a refund of their admissions fee.

Each player may participate on only one team per division, but may play up in a higher division on another team from the same program, or if that second team is the player's school team. A player will be considered eligible to play on a team if they are in that same grade (or a lower grade) in school, OR if their date of birth dictates that their age is within the range of the other players in that grade in school, as would occur for a player that had "skipped" a grade in school.

Players need reversible, white or light and dark jerseys with unique numbers. An official roster, or the official score sheet from the first game of the tournament weekend must list all players' names and jersey numbers for any player that may play for that team at any point during the event. The home team will be listed second in pool play, or on the bottom of the bracket, and that team will wear white or light colored jerseys. Gym managers reserve the right to make a decision regarding a home team wearing a dark uniform.

Tie breakers are as follows for teams finishing with identical win-loss records:

- 1) To break a two-way tie. Head-to-head results are considered first if the two teams have played each other. Whichever of the two teams won that game, wins the tie breaker.**
- 2) To break a two-way tie. With NO head to head – it will go Point Differential, (there is a maximum of +/- 20pts per game), and calculated by all games played in pool play. *if point differential is the same – then it goes to points allowed (all games played in pool play included).**
- 3) Three-way tie. When Team A has beaten Team B has beaten Team C has beaten team A, and they end up with identical win-loss records, three-way tie = First goes to Point Differential (there is a maximum of +/- 20pts per game), and calculated by all games played in pool play. If there is still a tie between teams AFTER point differential (meaning they have the same point differential) – then it goes to 2nd option which is "Points Allowed" – and this takes total of points allowed in ALL pool play games. Still a tie after that – it will go to a coin toss done by tournament director.**

Any game related issue that cannot be resolved during the regular course of the game between coaches and officials will result in a decision being made by the gym manager and/or tournament director. That decision will be final.

Please contact Denn Pretz at 206-947-6644 with any questions about these rules.

ALSO Please contact Tom Eggers at 314-402-1729 with any questions about these rules.