



TOURNAMENT RULES

Game Format: 14-minute stop time halves.

Timeouts: Each team has 3 timeouts per game (2 full timeouts and 1 30-second timeout).

Free Throws:

- One-and-one free throws after the 7th team foul.
- Double bonus free throws after the 10th team foul.

Fouls:

- A player fouls out after their **6th personal foul**.

Halftime:

- There is a 3-minute break at halftime.

Basketball Sizes:

- 9u-11u will play with 28.5 balls.
- 12u-17u will use 29.5 balls.

Overtime:

- 2-minute overtime with 1 timeout allowed.
- No carryover timeouts from regulation.
- Sudden Death after the 1st overtime.

Game Operations:

- The top team listed provides someone for the scorebook from their bench.
- The bottom team listed provides someone for the scoreboard operation.
- Top Team wears light-colored uniforms; Bottom Team wears dark uniforms.

Game Conclusion:

- If a team is winning by 20 points or more in the last 2 minutes of the second half, the game will be called.

Playing Styles:

- Pressing and zones are allowed in all grades with no restrictions.
- No pressing (9u-12u) with a lead of 20 points or more.

Disputes and Ejections:

- No protests allowed. Referees and tournament officials will settle all disputes on the spot.
- The tournament director/site director has the final say on any tournament-related issues, teams, and rules.
- If a coach, player, or fan is ejected per NFHS rules, they must sit out the next game.

Technical Fouls: All technical fouls award the opposing team 2 free throws and possession of the ball.